



Eternal Edition

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Home Base

<http://www.meta-earth.com/lodoss>

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What is Fuzion?

Fuzion is a unified set of role-playing rules combining the best of the **Hero System™** (**Champions**) and **Interlock™** (**Cyberpunk®**, **Mekton Z™**). Not only can Fuzion be adapted to cover nearly every time, place, or setting, but it also has the ability to utilize existing **Hero™** and **Interlock™** rules and materials; if it is marketed as **Fuzion Capable**, it can be used as part of the Fuzion system.

Hero Games and R.Talsorian Games, Inc., jointly developed Fuzion. Many existing games systems use Fuzion, including **Champions: The New Millennium**, **Usagi Yojimbo**, **Bubblegum Crisis the RPG**, **VOTOMS**, and many more. Fuzion uses a unique Plug-In system that allows for easy addition and removal of rules. For instance, to add Martial Arts to your campaign, you need only turn to a Martial Arts plug-in. To add Magic, Psionics, or Superpowers, these too may be easily plugged-in to the core rules (Total Fuzion).

Where Can I Get Fuzion?

The basic Fuzion rules (for character generation, combat, game mechanics, and basic plug-ins) can be found in any Fuzion product produced by R.Talsorian Games, Hero Games, or Gold Rush Games. However, as it is, these companies were kind enough to provide an on-line version of their core rules system. To obtain this file, please visit the following URL:

<http://www.meta-earth.com/fuzion/core.html>

What is Atomik Fuzion?

Atomik Fuzion is collection of Fuzionable materials developed by Mark Chase, primarily plug-ins for Mekton and other Fuzion RPG gameworlds. These plug-ins include the fantasy gameworld, **Lodoss War RPG**, as well as generic plug-ins for psionics, magic, sci-fi, and alien characters.

Playing Fuzion

You have this Atomik Fuzion plug-in game, so how do you play Fuzion? First, you must get a set of **Total Fuzion** rules. As mentioned, the rules to create characters and play the game can be found in any Fuzion Capable RPG book or at the web site listed earlier. If you are having trouble finding a Fuzion game book, visit your local gaming store and ask about the R.Talsorian Games or Heroes Games product line. I recommend **Champions: The New Millennium** or **Shards of the Stone** (from Obsidian Studios) for a good source.

Creating a Fuzion Character

To create a character for any Fuzion game, you must have a Fuzion rulebook (see above). Most any Fuzion rulebook should do.

The first step is to develop your character's lifepath (see step one Fuzion character creation rules). I would recommend the lifepath chart show in **Bubblegum Crisis** (or **Cyberpunk** or **Mekton**, when they come out), or the on-line rules which you can download off the web. There are other lifepath systems, some made by fans, and these are acceptable at the GM's discretion.

The Origins Path for **Champions** is relevant only for superhero characters. If you are playing a superhero, Origins is a good way to flesh out his or her past. If not, you may ignore Origins all together.

Primary Characteristics as listed in Atomik Fuzion Plug-Ins are INT, WILL, PRE, TECH, REF, DEX, CON, STR, BOD, and MOVE. This is the same as it is for **Shards of the Stone** and **Champions**. PSI, MAGE, and other optional Stats may be added for Psionic or Magic plug-ins. Derived characteristics are calculated as normal.

Atomik Magick

Atomik Magick and **Atomik Grimoire** plug-ins are essential for **Lodoss War RPG**. **Atomik Magick: 2nd Edition** is a Fuzion plug-in for adding



magic systems and fantastical spells to conceivably any Fuzion Powered game. **Atomik Magick: 2nd Edition** should be considered an independent magic plug-in. It is not compatible with other magic plug-ins (such as **Shards of the Stone**, and others) that may be developed by official Fuzion publishers or individuals. It is advisable to only use one type of magic plug-in for your campaign.

You may obtain **Atomik Magic** and **Atomik Grimoire** at the following URL:

<http://www.meta-earth.com/fuzion/atomik.html>

Or you may email Mark Chase at the address listed on the cover page.

The Magic systems and spells presented in **Lodoss War RPG** use the rules as described in Atomik Magick. Unless you wish to play Lodoss War without magic, you must obtain Atomik Magick, or devise your own magic system to play by.

In the Age of Eternity...

Record of Lodoss War is an epic fantasy anime series (Japanese Animation), chronicling the adventures of a party of heroes. Based loosely on the American RPG D&D™, a Japanese RPG called "**Sword World RPG**" came to life, developed by Ryo Mizuno and Group SNE, and became very popular in Japan. Lodoss War was a supplement for Sword World, and consisted of three books -- Lodoss War Companion I, II, and III. A novel series and manga series (comic book) were written and produced, based on the RPG campaign by Group SNE. In 1991, these stories were finally adapted into a 13 part Original Animation Series (OAV) title "**The Record of Lodoss War**" (or "Lodoss Island War Record", in its literal translation).

The original animation series is based on the novels but much had been changed. The first eight episodes cover the first novel. The last episodes of the OAV cover volumes six and seven of the novel series, but it was seriously altered to compress the series. Many side adventures were cut out from the anime series allowing it to follow the main story thread.

Several years later, another anime series, called the **Legend of Crystania**, was released. These series takes place in the mystical land of Crystania, located on the southern continent Djana En. **The Legend of Crystania** is considerably different from Record of Lodoss War, as it takes place 300 years in the future.

Most recently has been released the **Chronicles of the Heroic Knight**, a new Lodoss War series. **Chronicles** covers the original novels in much greater detail. It begins after OAV episode 8, and ignores the events in OAVs 9-13. **Chronicles** is a 21 part series, and details the war against Marmo and the fight to stop Wagnard from resurrecting the goddess Kardis. However, there are many new characters and the timeline of events is greatly expanded. **Lodoss War RPG Eternal Edition** will be based upon the new **Chronicles** timeline.

Lodoss War, the RPG

Lodoss War RPG uses the Fuzion RPG system, jointly developed by R.Talsorian Games and Heroes Games. Why Fuzion? Fuzion is used in dozens of anime RPG, including Bubblegum Crisis, Usagi Yojimbo, VOTOMS, and Dragonball Z all of which are anime RPGs. It is only logical for Lodoss War, yet another anime series, to utilize the Fuzion mechanics system. Furthermore, the Fuzion core rules are **Free**, yes free. You need not buy anything, just download the web-book (HTML or .PDF), from the Fuzion Labs Website. Also, please visit my **Atomik Fuzion** Website and download the

Atomik Magick plug-in, you will need it (all addresses are given on the previous page).

This is **Lodoss War RPG Eternal Edition**. The previous **Prologue Edition** was an early release. The **Eternal Edition** contains more information and many corrections, including details on monsters and new locations. As back ground, this final edition of the Lodoss War RPG uses OAV episodes 1-8 and the **Chronicles** series as background material. The events which took place in OAV episodes 9-13 are ignored, as they did not happen as such in **Chronicles**.

Lodoss Where?

Where can you get **Record of Lodoss War**? The both the OAV series and **Chronicles** series are available from US Manga Corps. You can order it from them by mail or phone, or direct over the web from their Web Catalog.

<http://www.centralparkmedia.com/usmanga/uslibrary15.htm>

The Name Game

Originally, the names of people and places in Record of Lodoss War were purposefully chosen to be Westernized, that is, the name Lodoss itself is not a native Japanese word, rather, it was chosen to give the feel of a fantastical setting. Such people and place names (Lodoss, Valis, Parn, Deedlit) were written in syllabic *katakana* script. This has caused problems in translation. Many fan subtitled version of the series and many translation scripts contain different spellings for people and places. Even the original RPG maps that had Roman characters were often in conflict with each other. Therefore, this should be kept in mind while reading this text and watching subtitled versions of the show.

I have attempted to keep the names people and locations as consist as possible with the American release of **Lodoss War** by US Manga Corps. This differs somewhat from fan interpretations, and the direct *romaji* spelling. Below is a table listing some of the more important places, including the *romaji*, typical, and alternative spellings. This typical spell is used throughout this text. *Romaji* is the direct translation from *katakana*, and alternative is the most popular fan version of the name.

Typical	Romaji	Alternative
Lodoss	Rodosu	(none)
Valis	Vuarisu	Vallis
Alan	Alan	Allan
Flaim	Fureimu	Flame
Roid	Roidu	Lloyd
Alecrast	Arekurasuto	Arraycrust
Bramd	Buramudo	Buramudo
Mycen	Maisen	Maisen

THE HISTORY OF LODOSS

The Age of Gods was closing.

Eternity had come to an end. The heavens shook as the armies of Falis, the supreme God of Light, clashed with those of Falaris, the supreme God of Darkness. In the seemingly endless battle, the earth wept and the oceans trembled in fear.

The final battle between the survivors, Marfa, the Mother-Goddess of Creation, and Kardis, the malevolent Goddess of Destruction, echoed to the ends of the earth.

At the climax of their fierce battle, a continent separated, creating a land on which both the goddesses of light and darkness perished like a flame and flickered away.

Several thousand years later, the land to the south of the continent of Alecrast has become known as "Lodoss - The Accursed Island."

- Narrator, *Record of Lodoss War*

About this Book

Lodoss War RPG is based primarily on the OAV series episodes 1-8 and the *Chronicles of the Heroic Knight*, and the *Legend of Cyrstania*. I do not have direct access to the manga or the novel series, and only limited information on the original Japanese RPG. Though much of this background is accurate, where information is lacking or unknown I have speculated on the subject in order to fill in the gaps to create a flushed out "World of Lodoss".

If there are topics herein that you feel are incorrect, or if you have additional information, please email me (mchase@meta-earth.com). Thank you.

In the beginning...

"In the beginning the Giant Atsuki came. For Atsuki, the Giant of Forceria, life came to an end. But from him all life began. His body formed the land and his blood became the seas. His angry wail became the winds and storm. From his final breath came flame that brought the fires of life.

"When the world had thus formed, the gods were born from the remains of Atsuki's body. From his right foot came Myrii, the God of War. From his left foot came Cha Za, the God of Trade. From his head came Rada, God of Wisdom. From his body came Marfa, Mother-Goddess of Creation. The wicked god of Darkness, Falaris came from his right hand, and from his left came Falis, the Supreme God of Light." - *Lady of Pharis, Lodoss War Manga*

Many thousand of years passed as the people and creatures of Forceria prospered and worshiped their gods. Yet, in time, the gods began to

war amongst themselves. Gods of Light and Gods of Darkness fought to control the world of Forceria. In the great war that spanned a thousand years the gods of Light and Dark were destroyed, and many hundred lesser deities perished in the furious battle.

In the final climatic battle, Kardis Goddess of Destruction, and Marfa Goddess of Creation, destroyed each other in mutual annihilation. With her dying breath Kardis cursed the land with her fury. Marfa, the last of her power burning away, separated the cursed land into the island of Lodoss, thus protecting the rest of the Forceria. Marfa's spirit came to rest upon the island to protect it from the curse of the evil Goddess Kardis. The dark remnant soul of Kardis died upon the broken land of Marmo. Many thousand years later the spirits of the departed goddesses still watch over these lands which they once fought over in life. Even in death the two goddesses greatly influence the fate of both lands.

After the great battle between the gods of Light and Dark, the many neutral gods and goddess, who held no loyalty to Light or Dark, escaped to a far away land where they discarded their bodies and reincarnated into numerous wild beasts-including the lion, snake, bear and fox. They isolated their land of Crystania from the rest of Forceria by the creation of the Rampart of the Gods. None have entered Crystania. Those who try never return.

Age of Chaos

In the two thousand years after the climatic battle between the last great goddesses, the land Lodoss was disordered and chaotic. Kingdoms and empires would rise and fall. Sorcerers and monsters from the dark island of Marmo would invade the lands of Lodoss, destroying villages and pillaging cities.

Age of Magic

Eight hundred years before the Age of Enlightenment, there arose in Lodoss a greater kingdom the likes of which have never been seen again. Kastuul, the Kingdom of Sorcery, a mighty empire that united all of Lodoss but reigned with an iron fist. For hundreds of years Kastuul dominated the lands. Great progress was made in magic and the kings and queens became like unto gods in their power.

In the end, the their powers of magic became too much for them. In an attempt to unlock even greater power of magic, the greatest sorcerers of Kastuul invoke a grand spell of ultimate design. But it failed and destroyed much of their holy lands in a

great cataclysm of fire. In the turmoil that followed, barbarian kingdoms rose up to destroy the nation that had opposed them. In the wars that followed, the Kingdom of Sorcery collapsed.

Before all was lost, Governor Saluvan secured five great artifacts known as the Governor's Treasure to prevent them falling into the wrong hands. Each of the five Ancient Dragons would guard one treasure, insuring its absolute safety. To Bramd was given the Staff of Life. To Abram was given the Soul Crystal Ball. To Mycen was given the Mirror of Truth. To Narse was given the Ferroniere of Knowledge. Finally, it was the mighty Shooting Star who was charged with the most powerful of all magical items, the Scepter of Domination, the single relic which could control all the magic in Lodoss.

Only one great sorcerer survived the fall of Kastuul. The witch, Karla, was able to transfer her mind and soul into a magical circlet. Through her circlet she is able to control anyone who wears it. By this mechanism, Karla was able to transcend the physical limits of flesh and become immortal. She still lives on, half a millennium after the Fall, believing herself to be the singular guardian of Lodoss.

Age of Enlightenment

For five hundred years, a new Dark Age consumed the land. Five Ancient Dragons had survived the Fall of Kastuul -- two dragons of light and three of darkness. The Dragons of Darkness (Shooting Star, Abram, and Narse) took to hoarding away vast and powerful magical treasures. The Dragons of Light (Bramd and Mycen) helped to rebuild Lodoss and bring the people out of darkness. Mycen, the Golden Dragon, helped build the Kingdom of Moss. Bramd, the Ice Dragon, lives in the Ice Caves of the Northern Mountains near Tarba, and is frequently visited by the holy priests of Marfa.

Only in recent times have the greater kingdoms of Lodoss come to be. Valis, the Holy Kingdom of Light, was founded by King Fahn. Alan, a kingdom where peace and learning are prized above all, is ruled by King Kadomos VII; Kanon, another peace loving nation, was founded in the south of Lodoss, dangerously close to Marmo; in the south-western region of Lodoss is the Kingdom of Moss, ruled by Prince Jester, the Dragon Rider Knights, and the Ancient Dragon Mycen. Finally, off the southeastern coast of Lodoss, rests the dark island of Marmo, where chaos and monsters rule.

First Age of Heroes

It seemed a grand Golden Age was approaching. The lands of Lodoss were united; great progress was being made in science, art, and magic. Peace reigned and the people prospered.

But then came a great darkness unto the bleak and pestilent island of Marmo where the dead soul of Kardis rests in eternal decay. A Demon King arose from the shattering insanity of the dead goddess, and brought all of Marmo under his tyrannical grasp. The Demon King's eyes turned to the northern island-continent of Lodoss, and his armies of darkness marched forth to bring the enchanting realm under his total domination.

The Demon King had to be stopped, yet no army of peace-loving Lodoss could stand in his way. Six heroes rose up to face the dreadful Demon King, and went forth bravely to face him and his horrid followers.

King Fahn of Valis, the great knight Lord Beld, Neese, priestess of Marfa, the wise wizard Wort, the king of the dwarves, Frepe, and the sixth -- a sorceress whose true name was never told... Indeed she was Karla, waging her eternal war to keep the balance of Lodoss in check.

These six heroes ventured across Lodoss, freeing cities and driving back the Demon's army. In the final confrontation, Lord Beld slew the terrible Demon King with his sword, but in so doing was bathed in the Demon's blood. Beld's soul was forever darkened by the Demon's power and he was corrupted to evil.

The surviving heroes became legends. King Fahn returned to Valis and there ruled for thirty more years. Belt took control of Marmo, and ruled as the Dark Emperor. Neese founded the Temple of Marfa, and is advised and protected by the Ice Dragon Bramd. The Sage Wort now recluses himself in his own castle, immersed in the study of magic. And the Nameless Sorceress, Karla, vanished for the next thirty years.

War of Heroes

In the thirty year time after the fall of the Demon King of Marmo, the lands of Lodoss were at peace once more. But Beld had other ambitions. Beyond his small island of Marmo, the island-continent of Lodoss awaited. He marched forth with his terrible armies of soldiers, dark elves, kobolds, goblins, and ogres to bring Lodoss under his control. And leading his monstrous army was Lord Ashram, the Dark Knight.

Karla, the Grey Witch, would not sit idly by. The Balance of Lodoss had once more been tipped, and all was in jeopardy. She set out to play both sides of the war, pretending to be allied to Beld, yet working within her own agenda. She helped guide a band of young adventurers, six new heroes, to the final battle with Beld's army.

King Fahn, hearing of Beld's invasion, sent his own army to face off with the Dark Emperor of Marmo. Time and again, their armies clash, but the war quickly became a stalemate. Knowing there was

but one way determine the victor in such a battle, the two heroes of old marched out to face off in single combat. Enemies, who were once friends and comrades at arms, now battled to the death for Lodoss.

The elder Fahn was no match for Beld, and the good king died from a fatal wound dealt by the great sword Soul Crusher. The men in Fahn's army were outraged -- even the valiant knight Kashue, King of Flaim. An arrow loosed by one of Fahn's men struck Beld in the arm, and taking this opportunity to strike, King Kashue attacked and slew Emperor Beld while he was distracted. Beld fell, and the War of Heroes was over.

It should be noted that the death of Beld (described above) does differ in the timeline of *the Chronicals of the Heroic Knight* than that which was in the original OAV series.

Between the Wars

The Marmo Army had been stopped, but the losses were terrible. Over a third of Lodoss remained under Marmo control, including all of Kanon and half of Alania. The rest of Alania and much of Valis were heavily decimated by the war.

The heroes of the war, Parn, Deedlit, and the rest, set out to bring order to the turbulent lands that remained free of Marmo's control. First and foremost, the party of heroes set out to destroy Karla, who had initiated the war itself and still possess the body of Leylia. In their ultimate show down with they Grey Witch in the dreary castle, they managed to break her spell and severed her control over Leylia's body. In the battle, Ghim, the dwarf, died as he valiantly tried to save Leylia from Karla's clutches. But they did not destroy Karla or her circlet, and the Grey Witch took possession of Woodchuck, the thief, and escaped to the deserts of Flaim.

Also, take note that Parn and the others did not meet Shiris and Orson at this point. This encounter will occur five years later.

Within a few years, Parn and Deedlit, with the armies of Valis and Flaim, secured the free kingdoms and brought order across the land again. For five years Parn, the Freedom Knight, stood as the great champion and symbol of their freedom and prosperity. All was well in Lodoss, but not all of Lodoss was free. Parn knew that the lands occupied by Marmo would have to be freed, but it would be many years before they could amass such a war again.

While Parn and Deedlit worked to help the recovery of the war-ravaged lands, the other heroes went on with their lives as well. Etoh was wed to Princess Fianna, daughter of King Fahn, and together they became King and Queen of Valis. Slayn married the priestess Leylia, and a few years later, Leylia bore a daughter. She was named Neese, in honor of her grandmother who had been a hero in the war fought thirty-five years before. But into Little Neese was also born the reincarnated spirit

of Neneel, the sorceress-priestess of Kardis, who had served in the Demon King's army against the original six heroes of long ago. This was known to Slayn and Leylia, for the descends of the elder Neese had been cursed by that dark witch. But that curse would be come their greatest ally in the war that was to come. The destiny of Little Neese would determine the fate of all of Lodoss...

All of the following, and some of the above, is from *the Chronicals of the Heroic Knight* series.

Second Age of Heroes

With Beld dead, Lord Ashram had become commander of the armies of Marmo with the sword Soul Crusher in hand. He knows that to rule all of Lodoss he would require on great artifact -- the Scepter of Domination. It was known that one of the Ancient Dragons held the Scepter, but he did not know which one. And so, Ashram and his party set of to find the artifact, and would let nothing stand in their way. Having slain the hibernating ice dragon Bramd, and not finding the Scepter in his cave, Ashram continues on to the layers of Abram and Shooting Star in the hopes of finding the Scepter of Domination as part of their vast treasures.

A Dream of Unity

Meanwhile, Parn and Deedlit are reunited with Slayn and Leylia, and meet up with the mercenaries Orson and Shiris. Slayn informs them of Ashram's ambitions, and the party sets off for Flaim to join forces with King Kashue. Kashue has reason to destroy Shooting Star. The evil dragon controls a vast, fertile region west of Flaim, which the people of Flaim badly need for farming, and Shooting Star had destroyed a new village recently built there. It is decided to split their forces into two parties -- one to eliminate Shooting Star and the other to go after Abram on Blue Dragon Island. If Ashram shows up at either place looking for the Scepter, at least one party will be there to stop him.

But on Marmo there were others with more sinister ambitions than even Ashram. Wagnard, the dark sorcerer, had placed spies in Ashram's party to retrieve for himself two parts of the Governor's Treasure. One, the Scepter of Domination so that he might rule all of Lodoss, and the other, the Soul Crystal Ball, which had the power to bring back the dead. Ashram, knowing of this treachery, watched his back at every move.

To Blue Dragon Islands

Orson with his party head off to the Free City of Raiden to acquire a ship which might take them to Blue Dragon Island, in the hopes of arriving before Ashram. But piracy is afoot in the waters off the coast of Raiden, and few captains are willing risk taking Orson and his friends to the island. Orson and Shiris decided that it would be best to eliminate the

pirates themselves, and take the pirates' ships as their vessel for the journey to Blue Dragon Island. But the ship is no pirate ship at all, but a Marmo warship under Ashram's control. Orson, Shiris, Cecil, and Maar are taken captive, and thrown in the ships brig. With the prisoners still aboard, Ashram heads off to Blue Dragon Island to do battle with the water-dragon Abram.

It's Slaying Time

Meanwhile, in the lands west of Flaim, Parn, Kashue, and their army do battle with Shooting Star. But they are no match for the mightiest of dragons. They manage to inflict wounds upon the beast, but the dragon swears to "kill one hundred humans for every scale they have injured", and flies off to wreak his revenge.

Back on Blue Dragon Island, Ashram and his party manage to kill Abram after a fierce battle. But Abram does not have the Scepter. Groder, the mage who serves Wagnard, is pleased to find the Soul Crystal Ball. With the Crystal Ball, Ashram's party departs from Blue Dragon Island and return to Raiden. However, to Groder's dismay, one of their prisoner's (Maar) escapes, and steals the Soul Crystal Ball before jumping ship.

Having failed to destroy Shooting Star, Parn, Kashue, and Deedlit go to Raiden in the hopes of assisting Orson. There they learn form Slain that Ashram has taken Orson and the other's prisoner. They find Maar, and he leads them to the place where the Marmo warship is anchored. After a brief battle, they defeat the crew, only to find that Ashram and his party have already departed. They free Orson and they others and head after Ashram, who is on his way for Fire Dragon Mountain.

Fire Dragon Mountain stands unguarded, for Shooting Star is away raining down his vengeance upon the city of Raiden. As much as Parn and Kashue would like to held defend Raiden from Shooting Star, they know they must also stop Ashram from getting the Scepter. And so, they have no choice but to follow after him while the city burns.

Battle at Fire Dragon Mountain

When Parn, Kashue, and their party arrive at Fire Dragon Mountain, Ashram and his people are already there. The two forces clash in heroic battle, sword to sword, magic to magic, as the warriors match their mettle and the wizards test their wills. But all the while, Ashram has made his way deeper into the volcanic mountain, in the hopes of reaching the Scepter first, while Shooting Star is still away.

In the course of the climactic battle, Orson unleashes the rage of his Hyuri spirit, and becomes a berserker to save Shiris from the enemies. Unable to control his fighting rage, he charges blindly against the sinister skeleton armies and Ashram's powerful warriors. He his fatally wounded, but fights on, killing

every enemy that stands in his way. His life was over, but he died saving the one he truly loved. When the battle was over, Ashram's fighters had been defeated, but the heroes were not without their losses.

As Shiris morns over the lose of Orson, Parn, Kashue, Deedlit, and the other venture into Fire Dragon Mountain after Ashram. Shooting Star returns as well, having sensed the intrusion. Kashue convinces Ashram that they can only hope to survive if they join forces and kill Shooting Star together. Once the dragon is dead, they can settle their differences in the duel to the death. Reluctantly, Ashram and agrees. Throwing everything they have, the group of heroes attack the ancient dragon Shooting Star. Summoning great spells of magic, powerful elementals, and blessings of the gods, they are finally able to defeat the terrific foe. Blasting the volcanic floor out from under the dragon, Shooting Star plummets into the boiling lava, and dies.

Hero Verses Hero

But all is not over. Ashram and Kashue turn and engage each other in singular combat for possession of the Scepter of Domination. In the battle, both heroes are wounded, though Ashram more seriously than Kashue. Nevertheless, Ashram struggles his way to the Scepter and breaks it lose from the crystal it is trapped within. Parn, seeing this, attacks Ashram and knocks the Scepter from his hands. To everyone's horror, the Scepter spins through the air and falls into the lava, lost forever.

Mortified by his failure and lost dreams of conquest, Ashram makes his way to the edge of the volcanic rift. There he takes the final step and falls into the depths of the volcanic chasm, down to the hellish lava below. But unknown to all, the wizard Groder has been watching it all in silence. The sorcerer teleports Ashram from his doom just moments before he falls into the lava.

Ashram and his followers had been defeated. Shooting Star and Abram had been slain. The Scepter of Domination had been destroyed, and the Soul Crystal Ball was in the hands of our heroes. Both Ashram's and Wagnard's ambitions had been spoiled, if only for the moment. All of Lodoss had again been saved.

A New Legend Begins

Ten year have passed since the battle at Fire Dragon Mountain. Kanon and parts of Alania have been under the tyrannical control of Marmo for over fifteen years, since the War of Heroes climatic end. In Alania, the treacherous Duke Raster, ally to the Marmo, has made his move to bring all of Alania under his control. Should the rest of Alania fall, the Marmo would have opened for them a gateway to storm into the kingdoms of Flaim and Valis.

King Kashue has made plans to send his armies into Alania, and make sure Duke Raster and his Marmo allies are crushed, before they can take control of the entire kingdom. But Marmo controlled Kanon poses a direct threat to Valis. Parn and Deedlit have plans of their own to liberate Kanon, but the threat posed by Duke Raster is an even greater concern. Once Raster has been overthrown, and the Marmo threat removed from Alania, Flaim and Valis would then together turn their attention to freeing Kanon, and crush the last of the Marmo forces on Lodoss.

The Soul Crystal Ball

But ambitions were also high on Marmo. The evil wizard Wagnard, High priest of Kardis, had plans to resurrect the ancient goddess in the belief that she would grant him every power of magic. To perform the rites to resurrect her, he would have to have three things -- the Soul Crystal Ball, the Staff of Life, and the life sacrifice of the "Doorway", who held the reincarnated spirit of the High Priestess of Kardis (Leylia or her daughter, Little Neese). But only Little Neese was 'pure', and thus she was the "Doorway".

Dark Elves under the command of Wagnard break into the Treasury House of Castle Akroyd in Blade, capital of Flaim, and steal the Soul Crystal Ball. Spark, a brash young knight in training, attempts to stop them, but fails, and the dark elves escape. After talking with Slayn, Parn and King Kashue learn of Wagnard's plans, and know the he will next try to obtain the Staff of Life which is being held in the Temple of Falis in Valis. Kashue assigns Spark the task to pursuing the dark elves (who are on their way to Valis as well), and to attempt to recover the Soul Crystal Ball. He also gives Spark a message to deliver to King Etoh, telling Etoh of Wagnard's plans to steal the Staff of Life.

Off Once More

Spark and his party (Garrack, Leaf, Greevus, and Aldonova) set off at once. But unbeknownst to them, they are being followed by a cloaked figure. She is none other than Slayn and Leylia's daughter, Little Neese, who is the Doorway and whose destiny is the destiny of all Lodoss.

At a southern fortress in Flaim, Spark receives more information about the dark elves who were spotted by two people in the desert (Randy and Ryna). Randy had been greatly injured, and Ryna feared for his life. When Greevus, priest of Myrii, tries to heal Randy, a sadistic magical booby-trap set by the dark elves is sprung, and Randy's body transforms into a gigantic hydra. During the battle, Neese appears and with her holy magic turns the hydra into dust.

Darkness Rising

Meanwhile, Duke Raster has made his big push to conquer the rest of Alania. His forces, along with contingents of Marmo mercenaries, storm into the free northern provinces of Alania. Master Cecil and the troops under his command fight valiantly to protect the city of Zaxon. But Raster's army is too strong, and Cecil is forced to withdraw to the town of Tarba, high in the White Mountains.

Hearing reports of the Dark Elves who stole the Soul Crystal Ball, Spark and the others set off on their pursuit again. But when they finally defeat them, they do not find the Crystal Ball. The party then sets off once more to complete their mission to deliver the message from King Kashue to King Etoh, with the hopes of securing the Staff of Life in Valis.

Culmination of Conflict

Meanwhile, Parn and Deedlit make their way to Marmo occupied Kanon, and make contact with the Free Army, lead by Prince Reona (rightful heir to the throne of Kanon), who oppose the Marmo. It is their hope to liberate Kanon and drive the armies of Marmo back to their dark island. But at the same time, the ruling council of Marmo has decided to replace the mad dictator, Rabido, who governs the Marmo territories of Kanon, due to his excess, greed, and personal ambition. Ashram himself, along with Pirotess, are dispatched to "deal with the situation". Both Parn and Ashram seek to bring order to Kanon, each in their own ways, and little do they know their destinies are about to cross once more...

Rabido orders his army to crush the Free Army once and for all, despite Ashram's orders for him to stand down as governor. Rabido also orders for all the villagers to be killed and the capital city to be burned down should the Free Army win. Aware of this, Ashram personally frees the villagers and sends them out of harms way. In the battle against the Free Army, Rabido is defeated, and killed by Prince Reona. Parn and Deedlit make it to the capital, only to find it abandoned. There they encounter Ashram and Pirotess, and Parn engages Ashram in combat. The Dark Knight defeats him, but spares Parn's life out of respect.

In Alania, King Kashue's army continues their push to defeat Duke Raster. They succeed in driving his forces back to Alan, the capital city, and there surrounded it to lay siege. For weeks, Raster continues to refuse to surrender, and King Kashue is forced to face him to put an end to his tyranny. With ease, Kashue slays Raster, freeing all of Alania.

Spark and the others make it to Roid, capital of Valis, and deliver the message to Etoh. In Roid they stumble upon Marmo agents planning to capture the Staff of Life, held in the Temple of Falis, but their discovery comes too late. In order to stop Wagnard once and for all, Spark and Little Neese know they

must face him. Together, they and their comrades set off for the Marmo occupied territories of Kanon.

Liberation

The party makes its way through Kanon, and they meet up with Parn, Deedlit, and the Free Army, who are still fighting to liberate the besieged kingdom. But during a banquet celebration, the sinister wizard, Wagnard, appears and captures Neese. Spark is powerless to stop him, for the Dark Necromancy is far too powerful. He watches in horror as Wagnard kidnaps her, and teleports himself back to his castle, Conquera, on Marmo.

Moving on with their plans, Parn, Spark, and the others, along with the Free Army, make their way to Rood, the major port city of Kanon, to secure the coast in preparation to invade Marmo. King Kashue and King Etoh also dispatch their armies to join them.

The Free Army of Kanon storms the city of Rood and breaches the city wall. In the decisive battle, the Marmo forces are pushed back to the port, and withdraw in their ships. Ashram himself makes a hasty escape aboard his flagship, leading his soldiers back to Marmo. In his heart, Ashram knows he is defeated and can only watch as his dreams of uniting Lodoss crumble. But his true desire is only to save his people, the people of Marmo. And to that end he begins planning their exodus from Lodoss.

The Isle of Marmo

Parn, Spark, and the others follow quickly after, taking a ship of their own to Marmo, where in the Castle Conquera, Wagnard still holds Neese, preparing for the terrible ritual which will resurrect the Dark Goddess of Destruction. But the island of Marmo is a hostile place, and the group of heroes must battle their way through swamps and hordes of monsters. Finally, to their dismay, they face down with the most terrifying foe of all... The Black Dragon Narse!

The heroes fight valiantly, but Narse is too powerful for them. But just before the Black Dragon finishes them off, Shiris, Queen of Moss and leader of the Dragon Riders, arrives with the Dragon Riders at her side. They take up the battle against Narse while Spark, Parn, and the others make their way further towards the Castle Conquera. The Golden Dragon Mycen soon joins the fight against Narse, and the mighty dragon of light quickly slays the evil dragon of Marmo.

As the party continues onward to Conquera, they are intercepted by Karla, the Grey Witch, who has been manipulating events to keep the balance of Lodoss in check. She has seen that, despite all her attempts to control the kings and kingdoms of Lodoss, the scales of balance have fallen out of order. She knows that Parn and his allies are too strong, just as Wagnard has become too strong. If he resurrects Kardis, all of Lodoss will be destroyed,

and Darkness will reign supreme. But if Parn and the others stop him, the forces of Light will stand victorious. She, the keeper of eternal Grey, asks Parn and the others to give up their lives. She swears to them that if they do, she will destroy Wagnard for them, and stop the resurrection of Kardis. But they refuse her deal, and push on, confident that they will be able to overcome the dark sorcerer on their own.

Castle Conquera

With little opposition, the party makes their way into Castle Conquera, and begins down a labyrinth interior. Along their way they encounter Ashram and Pirotess, who are making final preparations to depart from Marmo and leave Lodoss with their followers. Parn once more engages Ashram in combat, while Spark and the others continue through Conquera to find Neese. But in their duel, the two heroes find they are equally matched, and neither truly wishes to kill the other, for they have come to understand that each of them is fighting for what he believes in. Ashram, his ambitions of ruling a united Lodoss now only a distant memory, wishes only to take his lost people from Marmo and sail away to find a new country to begin again. Parn and Ashram put their swords away, and the opposing heroes part company, never to see each other again. Ashram and his followers set sail for the Great Unknown...

Witches, Warlocks, and Worse

Meanwhile, deep within the heart of Conquera, Wagnard draws his terrible ritual to a close. The soul of the evil priestess Neneel awakens within her, conjured by the necromantic invocations. Neneel traps Neese in the prison of her mind and takes control over her body, awakening from her generations of slumber!

All too late, Spark and the others burst in on the ritual, only to see the last, terrible rites are underway. Karla has appeared, and just as she had promised, she now assists Wagnard in the resurrection of Kardis, believing it to be key for balancing Light and Dark. The heroes rush forth, desperate to stop the ceremony and save Neese.

In a desperate attack, Spark and Garrack make a rush at Wagnard, but the dark sorcerer strikes Garrack down, killing him. Just as Garrack falls, Spark plunges his sword through Wagnard's chest. The sorcerer dies screaming, disintegrating in the maelstrom of the sinister powers that explode chaotically from his dying body. Calmly, Karla continues the chant, unphased by Leylia's plea to stop. Moments before the last words of the incantation are spoken, Parn comes down with his sword and knocks the enchanted circlet from her head, freeing the victim the Grey Witch had possessed and put to an end her invocation.

And yet, even as they begin to celebrate their victory, the sky darkens, the air fills with terror, and the ground trembles in fear. Neneel, the High Priestess of Kardis, whose soul was reincarnated within Neese, has awakened and it is she who finishes the calling to her dark goddess! Kardis the destroyer has awakened, and the spirits of darkness are unleashed upon the world!

Dark Goddess Awakens!

Black clouds expand from Marmo, sweeping over all of Lodoss. Terrible Death Spirits swarm from the temple of Kardis in Conquera, killing thousands in the raving plight of final doom. All have given up hope... All but one. Spark, still desperate to save Neese, charges the Dark Goddess even as she manifests before him in all her horrific glory. As the body of Neese/Neneel sinks back into a netherworldly realm of the dark goddess, Spark jumps after her, landing the strange, dreamy plane where Neese's soul is held captive. There he faces both Neneel and Neese, and learns of their dual nature. Both are one, inseparable and the same -- Neneel a priestess of the dark goddess Kardis, and Neese a young priestess of the earth goddess Marfa -- both deities mortal enemies, and yet, inseparable and the same. Spark inspires Neese not to give up, and she fights on the only way she can -- seeming to surrender, she opens herself to Neneel, and the dark priestess gladly takes possession of her soul. Both souls become one, and Neese surrounds the dark essence of Neneel, trapping her. The dark priestess realizes her mistake, but it is too late.

Final Victory

Marfa, the holy goddess of earth, has been summoned by Neese, and in a rainbow of light descends from the heavens to unite with Kardis, just as Neese united her soul with Neneel. The Dark Goddess and Earth Mother become as one, and the powers of darkness are sealed. The black clouds sweep away, the death spirits vanish from sight, and peace returns to Lodoss.

The heroes return victorious. Neese has been saved, all of Lodoss has been freed from the shadow of Marmo, and the destruction the resurrected Kardis would have wrought was averted. Parn is bestowed with the title "Knight of Lodoss" for his valor, and Spark is finally knighted by King Kashue. All is well once more in Lodoss.

Age of Valor

This is the current age after the destruction of the evil Wagnard. Parn, Deedlit, and the others have returned to Valis as heroes. Lodoss has been saved, and all the lands are free again. But evil still plagues the land. With most of the Ancient Dragons dead, their treasures still remain to be exploited. The once prosperous land of Kanon lies in smoldering

ruin, still plagued by scattered bands of goblins and Marmo mercenaries who were unable to escape with Ashram. There is still much to be done and more battles to fight...

And, somewhere, the Grey Witch Karla plans her next game of pawns and kings...

Crystania and Beyond

Ashram and Pirotess escaped from Marmo, shortly before the awakening of Kardis. With them came dozens of ships, harboring refugees from Marmo and soldiers loyal to Ashram. It is their goal to find a new kingdom to call home, and find a country where they can begin again.

After weeks of travel, their supplies and food exhausted, Ashram and his fleet finally come to that new land -- a land called Crystania. Off the coast of Crystania, Ashram calls out to the gods. One of the gods of Crystania, Barbas, responds that if Ashram surrenders his body, he will let his crew come safely into Crystania. Ashram agrees, knowing Pirotess and his crew will die if he does not. And so, Barbas takes Ashram and allows Pirotess and the crew entrance.

Three hundred years passed. Pirotess, a long-lived dark elf, is still alive (and has changed her name to Chera). In the land of Crystania, Ashram sits upon a throne, forever sleeping by Barbas's enchantment. As Ashram sleeps, Chera (Pirotess) waits for him to awaken. In truth, the evil god Barbas has expelled Ashram's soul from his body and into the Ring of Chaos. By this means, Barbas is able to resurrect himself into Ashram's body, and is able to rule Crystania with an iron fist. Chera manages to steal the Ring of Chaos and flee, awaiting a time to save her lover from the clutches of the evil god.

Meanwhile, in Djana En, chaos brews. Djana En is part of the same continent as Crystania, but separated by a great wall (the Rampart of the Gods). Djana En is a chaotic land full of rebellions and wars. After the death of the King of Djana En, the Prime Minister makes a move for power, creating a new civil war. Raydon, nephew of the King, is forced to flee with his friends when his parents are killed by soldiers loyal to the Prime Minister. With him are Narsel the wizard, Adelisia, a Priestess of Rada, Orville, a mercenary warrior, and Lifan, an elemental. They make it to the mythical land of Crystania and are allowed entrance. In Crystania, they meet up with Chera and the Were-tiger Volks. Chera explains that Barbas has taken control, and has enslaved Crystania. Raydon, Chera, and the others fight to free the land from the dark god's control.

As Barbas controls Ashram's body, they cannot simply kill him. They must expel Barbas's soul and use the Ring of Chaos to restore Ashram's soul to his body.

CHARACTERS

Chartacters

Before any game can be played, each player must create a character. Characters are created as prescribed in the basic Fuzion rules with very little modification. It is a good idea to have a character concept in mind before you start to make a character.

You should have the Fuzion Core Rules handy. The character creation rules are pretty much universal, so any Fuzion powered RPG book should be adequate for making a character. Some of the special powers for various races (such as infrared vision, tracking sense, and so forth) are special superpowers, listed only in **Champions**. However, they are also listed in the on-line Fuzion rules set, at the URL listed at the beginning of this document. If you do not have access to these powers, do not worry, the GM should be able to make a reasonable 'guestimate' about their nature.

The only other major documents you will need is **Atomik Magick:2nd Edition**, which is available from the Atomik Fuzion website, where you most likely retrieved this document. If you do not have **Atomik Magick**, or require addition Fuzion material, please visit the URL listed below.

<http://www.meta-earth.com/fuzion/atomik.html>

Character Concept

For the **Lodoss War RPG**, characters are assumed to be adventuresome, heroic individuals (otherwise, they are just boring commoners). PCs could also be soldiers, a group of priests, or fortune-seeking merchants. The type of campaign the GM wishes to run will have a large impact on the design of the characters. Borrowing from the series, a well rounded adventure group may consist of at least a few fighters of varying types, a wizard, a cleric, and comic relief in some for or another (thieves are good for this).

Choosing your character's race and gender also has a large impact on the initial character design. The first step in generating any Fuzion character begins with rolling on the **Lodoss War Lifepath**. The character's Lifepath is an excellent way to develop his or her background and current standing in society. Based on the outcome of the Lifepath, you can decide if your character is more suited toward being a cold and unscrupulous thief, or a wise and patient Priest of Marfa. If you have already decided you want to play a Mage or Fighter, by all means, do so. But for a more interesting and unpredictable character generation, let the roll of the dice develop your character.

Game Settings

In Fuzion there are a number of game settings which must be considered. The first is Reality Level. Reality Level effects how many Characteristic Points, Option Points, and other such values are allocated to character generation. In Lodoss War, Heroic (50 CP, 40 OP) should be allocated. If this seems insufficient, the GM may up this to Incredible, but beyond that the power level of the campaign becomes more akin to a superhero campaign than a fantasy campaign.

Power Points (PP) are not used in **Lodoss War**, as superpowers do not exist. Only CP and OP have any relevance. If the GM wishes to give extra OP to help defer the cost of buying a Race, he may, of course, do so.

Atomik Magick should be used for making characters such as priests and wizards. To use magic, an additional characteristic, like MAGE, EMNT, or HOLY, is required. CP for buying levels of MAGE must be used from the same CP pool used to purchase other characteristics (such as INT, WILL, and so forth). All spells are considered skills.

Character Types

Unlike many RPG systems, Fuzion does not have character classes or levels. A character can be designed any way the player chooses. However, to facilitate the more traditional fantasy RPG setting where there are basic character classes (Fighter, Mage, Thief, Cleric, etc.) twelve character templates have been listed below. They can be used as desired, or simply as a guideline for creating a character.

In similar style to templates used in other Fuzion games, the templates below list a Description, Recommend Skills and Options (Talents, Perks, etc.), and free starting equipment. Your character will get the listed equipment for *free*. Yes, for *free*!

Fighter (Warrior)

Description: Fighter, adventurer, hero, brash young hothead -- all these names and many more describe that rare and often short-lived character who quests for some distant and impossible goal. He may be seeking a great and powerful magic item. He may be fighting to protect his village from evil. A fighter of this type is often driven by more than a want of gold or fame. Rarely will he himself know what drives him on his quest. Perhaps it is destiny. Perhaps he wants to change the world. Perhaps the adventure itself drives him onward. Adventurers are rare, those that live long, rarer still. But a true hero at heart who

seeks the greatest of adventures may survive and become a legend.

Skills: Melee Weapon, Melee Evade, Riding (horse)

Options: Combat Sense, Renown

Equipment: longsword, scabbard, breastplate, chainmail sleeves, hvy. cloth pants, md. shield, leather boots

Soldier

Description: Soldiers are the fighting men of the army. Young, they are hopeful, naïve, quick to fight and quicker to die. Old, they are cynical, hard, skilled, and scared. It is a soldier's duty to lay down his life for King and Country, and is not a job for everyone. Being a soldier is a grueling task, and many are rewarded only with death. It is a brutal business, and many soldiers turn to brutality as way to forget the pain they bury inside. But those who fight with honor, those who are smart, skilled, and yes, even lucky -- they are the ones who become commanders, generals, and warlords. It's a bloody business being a soldier, but if you survive, you always come out on top.

Skills: Melee Weapon, Melee Evade, Riding (horse), Tactics

Options: Combat Sense, Blind Reaction, Ambidexterity

Equipment: broadsword, scabbard, hauberk, leather boots, half helm, md. shield

Mercenary

Description: Sword for hire, fighter of fortune, warrior of gold -- mercenaries are known by many names and come in every form. They are fighters, indeed, adventurers, who lend their sword and skill to the highest bidder. Many take whatever jobs they can get -- guarding a town gate, protecting a caravan, policing the streets of a crime infested town. Few are dumb enough to hire into an army, but some do. A few mercenaries are bound by personal codes of honor and only work for noble and honorable nations such as Valis, Flaim, Alan, or Moss. But many mercenaries work for pirates, raiders, bandits, and even the dark armies of Marmo.

Skills: Melee Weapon, Melee Evade, Riding (horse)

Options: Combat Sense, Renown, Contact

Equipment: longsword, scabbard, breastplate, arm greaves, leather pants, leather boots

Knight

Description: The knight is an elite soldier of a king. Though his rank and station may seem superior, so are his responsibilities and duty. Knights are bound by codes of honor that they must uphold, or risk being expelled dishonorably from the knighthood. As a knight progresses, and performs great deeds and acts of courage, he may be dubbed into an order of knighthood, such as the Order of the Lance, or the Order of the Lion. The greasiest and most revered

title of all is Knight of Lodoss, a title that can only be bestowed by the King or Queen of Valis.

Skills: Melee Weapon, Melee Evade, Riding (horse), High Society

Options: Combat Sense, Ambidexterity, Wealth, Membership in Knighthood

Equipment: broadsword, scabbard, full platemail, full helm

Ranger

Description: Rangers are hunters, woodsmen, survivalists, and elite scouts. They are skilled in the arts of survival, concealment, and tracking. Some are soldiers, some are mercenaries, and for others it is simply a way of life. Rangers know how to survive for days, even weeks, alone in the wilderness without human contact. They can track their prey, or a foe, through the darkest forest. Rangers are often employed as military scouts or messengers, or to lead a party through a dangerous wilderness. Many Rangers may also have Shamanic magic.

Skills: Melee Weapon, Melee Evade, Survival, Tracking, Stealth

Options: Acute Sense, Direction Sense, Night Vision

Equipment: broadsword and scabbard or bow, hvy. leather vest, arm greaves, leather pants, leather boots

Thief

Description: A thief's profession is a criminal one. He steals not only to survive, but often a thief steals just to best another. Often, thieves are skill gamblers (and even better cheaters), and well versed in the art of con games. Thieves can never pass up a fat purse or rich treasure, but also know when something looks *too good to be true*. Thieves are not robbers, and make a point of it to anyone who accuses them as such. They take -- swiftly, quietly, and without harm -- from those who carelessly leave their valuables unguarded. Many thieves believe they are serving society -- better to steal from them now, and show them their weaknesses, than let them live in ignorance!

Skills: Melee Weapon, Gambling, Lockpicking, Slight of Hand, Stealth, Streetwise

Options: Common Sense, Double Jointed, Membership in Thieves' Guild

Equipment: large knife or throwing knife, leather jacket, leather pants, leather boots, lockpick kit

Mage

Description: Wizards, sorcerers, conjurers, enchanters... There are as many types of magic users as there are spells to cast. But mages are rare these days. Only now is the lost knowledge of Kastuul being recovered. Only a few hundred individuals claim to be magicians, and most of them are fakes or too unskilled to be of any use. Yet, there are a few with great potential, and even some with

great power. Older wizards are always searching for a young student with high potential to pass on the knowledge of ages so it will never be lost again. There are several magic systems available to magic users (mainly Sorcerer, Shaman, or Wizardry), and these are outlined in the next chapter.

Skills: Various spells, Thaumaturgy (types), Languages, Research, Teaching, Slight of Hand

Options: Eidetic Memory, Speed Reader, Wealth, Membership in Mages' Guild

Equipment: staff, robe

Priest (Cleric)

Description: Priest are holy (or unholy) men and women who follow the teachings of prophets and worship the ancient gods. Though the gods may have died long ago in the War of the Gods, their spirits still live on within the world. Their power can be seen and felt within all living things, and can be called upon to do great works of magic. Priests and clerics have a specially form of magic, called Clerical magic, which is different for every god or goddess. Some are good, some are evil. All can be quite powerful. See the next chapter for more information.

Skills: Various spells, Theurgy (types), Languages, Research, Teaching, Expert (your religion)

Options: Intuition, Membership in Religious Order

Equipment: dagger, robe, healer's bag

Merchant

Description: Merchants buy goods and products from farmers and craftsman, and sell them in markets and bazaars. Many merchants find it more profitable to bring goods from one end of the land to the other, jacking up the price and selling them as rare and exotic commodities. A merchant is always looking for a good way to fatten his purse, but he also has need to protect his interest. Merchants often hire fighters or mercenaries to guard their caravans or protect their holdings from bandits, thieves, and robbers. Most merchants are poor fighters, but some are skilled at swordsmanship. Many practice sword fighting as a hobby, but they are still not match for a true fighter.

Skills: Bribery, Business, Persuasion, Trading, Melee Weapon

Options: Common Sense, Contact, Favor, Wealth, Membership in Merchants' Guild

Equipment: dagger, wealthy clothes, jewelry (4 rp)

Barbarian

Description: Brutal and savage, a barbarian knows nothing but war and death. Most barbarians live on Marmo, though some also come from the hostile deserts of Flaim. Barbarians do not kill for money, or sport, honor, or duty. They kill for survival. They

come from lands drenched in blood and care little for any life but their own. Barbarians are neither good nor evil, just as a wolf that hunts and kills is not evil. Even so, barbarians are not well suited for life among more civilized humans. A smart barbarian can adapt, and choose a path of good when he meets the crossroads between light and dark. Some Barbarian mages may have Shamanic magic (Barbarian Shamans).

Skills: Melee Weapon, Melee Evade, Riding (horse), Survival

Options: Blind Reaction, Combat Sense, High Pain Threshold, Rapid Healing

Equipment: claymore or great axe, breastplate, arm greaves, leg greaves, leather boots

Commoner

Description: The average man or woman rarely sees war and adventure as a suitable way of life, and relies on the more day to day activities to keep busy. Commoners are farmers, craftsmen, blacksmiths, boatmakers, and carpenters. They make up the great bulk of the population. A commoner may find himself in a special situation, requiring him to quickly fall into many other character types listed above.

Skills: Local Expert, Profession (farming, carpentry, etc.), Trading, Melee Weapon

Options: Common Sense, Contact, Favor

Equipment: farm-type weapon, commoner's cloth, pony or cow (to be traded for cash)

Noblemen

Description: Of high social station, and wielding great wealth and power, the nobleman lives in the lap of luxury, and can afford a great many things other characters cannot. Noblemen such as princes, barons, dukes, and marquises own vast tracks of land and live in the confines of a castle. Lesser noblemen, such as lords and ladies, serve the greater noblemen, yet still enjoy vast power over their servants and vassals, and also live within the protective walls of castles. Not all noblemen, however, are arrogant and pompous. It should not be forgotten that some of the greatest heroes of all time were noblemen. Both King Fahn and King Kashue were high noblemen, and Prince Jester of Moss bravely leads the Dragon Rider Knights in the great quests of virtue and honor.

Skills: Melee Weapon, Acting, High Society, Oratory, Persuasion

Options: Beautiful/Handsome, Membership in royal Household, Wealth

Equipment: noble cloths, jewelry (5 rp), pouch with 600 gold pieces

Lodoss War Lifepath

The the first step in creating a character is to get his or her personality and past history established. The Lifepath is a special flowchart of events, personality quirks and plot complications, which are used to give a character roleplaying depth and complexity. In effect, the Lifepath is your character's "Life Story", telling where he came from, what he's done and what he is like. To use the Lifepath, simply follow the instructions in each box of the chart, rolling a die or making a choice as instructed

As part of the Lifepath process, you may also elect to take a few Complications: Situations, problems or personal limitations that enhance the roleplaying aspect of the character, and (coincidentally), generate extra Option Points to be used in the creation of the character later.

Note: Complications are not just window dressing; a big part of getting more Option Points is roleplaying your complications.

Along the Lifepath you'll see certain events marked with symbols. They are a signal that this particular event is a good place to link up to a possible Complication. For example, Parents Murdered would be a great place to take on a Responsibility, such as a Dependent (your kid sister), a Vow (to fight evil) or a Code of Honor (Never Harm an Innocent).

START LIFEPATH

Start by deciding what your character is like; Basic Personality, Values, and world view. You may either roll (2D6) these or choose one:	
BASIC PERSONALITY	WHO DO YOU VALUE MOST?
2 Shy and secretive 3 Rebellious, antisocial, violent 4 Arrogant, proud, and aloof 5 Moody, rash, and headstrong 6 Friendly and outgoing 7 Casually and carefree 8 Stable and serious 9 Silly and fluff-headed 10 Sneaky and deceptive 11 Intellectual and detached 12 Picky, fussy, and nervous Go To WHO YOU VALUE MOST	2 Child 3 Brother or sister 4 Friend 5 Lover 6 Yourself 7 A parent (or parents) 8 Pet 9 Teacher or mentor 10 Public figure 11 Personal hero 12 No one Go To WHAT YOUR PHILOSPHY
YOUR PHILOSPHY	YOUR WORLD VIEW
2 Money Money Money! 3 Honor is Everything 4 Just Have a Good Time! 5 Friendship is Everything 6 Honesty is Pruity 7 My Weapon is My Soul 8 My Word is My Honor 9 Love is the Greatest Virtue 10 Power Governs All Things 11 Knowledge IS Power! 12 Revenge is Sweet... Go To YOUR WORLD VIEW	2 Every person is a valuable individual. 3 I love everyone! 4 No one ever understands me... 5 People are sheep, born to be led! 6 Yeah, Whatever... 7 You're born, you live, you die. 8 People must earn my respect! No free rides here. 9 Everyone is evil and untrustworthy. 10 No one can hurt me! 11 People are wonderful! 12 People are scum and should all be killed. Go To EARLY BACKGROUND

Now move on to Early Background and Childhood Events (Roll for all of these)

EARLY BACKGROUND Roll 2D6	WHAT'S NEXT?
Roll Family Status: 2-3 Peasantry: Just scraping by, day by day. 4-7 Lower Class: Like most kids, you were pretty run of the mill. 8-9 Middle Class: You were educated, wore nice clothes, had more than most. 10-11 Upper Class: You had plenty of everything; even servants! 12 Nobility: You lived in the lap of luxury, lacking nothing.	Any Childhood Crises? Big problems or traumas? Roll once (1D6) below and go to the appropriate table: 1-3 A Boring Childhood: <i>Go To LIFE EVENTS</i> 4-6 <i>Go To Childhood EVENTS</i>

CHILDHOOD EVENTS	
A CRISIS IN YOUR EARLY YOUTH! Roll 1D6 to see how your family was affected: 1-4 One or some family members were... 5-6 Your entire family was... <i>....then roll 1D6 for the rest of the story:</i> 1-3 Enemies 1 betrayed by a friend or relative and lost everything they had. 2 exiled; you have returned under an alias. 3 murdered before your eyes! 4 Hunted by with a powerful group, or organization (such as a clan, tribe, guild, or cult). 5 abducted or mysteriously vanished; you were inexplicably left behind. 6 killed in war, terrorism, or disaster. 4-6 Secrets 1 accused of a terrible crime they may (or may not) have committed. Roll 1D6: 1-3, they were imprisoned for 1D6+2 years; 4-6, they escaped imprisonment but are still on the run. 2-3 considered to have some kind of unique birthright, ability or status. 4 unknown- you grew up alone, never knowing your true heritage. 5-6 not the real thing - you were adopted, and may wish to find your true family. Go To LIFE EVENTS	
LIFE EVENTS	
Roll 2D6+14 (or choose) to determine your age. For each year over 16, roll once below and go to the appropriate table: 1-2 You must take the GOOD WITH THE BAD 3-4 You have FRIENDS AND ENEMIES 5 All's well in LOVE AND WAR 6 Nothing of interested happened that year. When you have completed all the years up to the present, Go to CURRENT SITUATION to see where you are now.	
FRIENDS & ENEMIES (roll 1D6)	LOVE & WAR (roll 1D6)
1-3 Make an Enemy. Roll 1D6 and see below 1 Enemy: Bitter ex-friend or lover. 2 Enemy: Relative of family member. 3 Enemy: Partner or associate. 4-5 Enemy: From rival group or faction. 6 Enemy: Powerful official or noble. 4-5 Make a Friend: Roll 1D6 and see below 1 Friend: Like a brother, sister, or parent to you. 2 Friend: Partner or associate. 3 Friend: Old lover (choose which one). 4 Friend: Old enemy (choose which one). 5-6 Friend: Have common interests/acquaintances. Go Back To Life Events	1-2 Had a Happy Love Affair: 'Nuff said. 3-4 Had Love Trouble! Roll 1D6/see below: 1 Your lover's friends/family would use any means to get rid of you. 2 You fight constantly. 3 Ah! You've had a child! Roll for its sex: Even=Female, Odd=Male. RESPONSIBILITY anyone? 4 One of you is "messing around." 5 You got married! Any further Love & War rolls refer to your marriage (or future divorce!) 6 It just isn't working out.

	5-6 Had a Tragic Romance: Any of these might be a good hook for a COMPULSION, ENEMY, or PSYCHOLOGICAL complication. Roll 1D6 and see below: 1 Lover died in accident or was murdered. 2 Lover mysteriously vanished 3 Lover was kidnapped. 4 Lover was imprisoned or exiled 5 Lover went insane 6 Lover committed suicide Go Back To Life Events
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GOOD WITH THE BAD (roll 1D6)	
1-2 Something Good: (roll 1D6)	1 Make a Contact (see PERKS): A local power player (warlord, official, noble, whatever) befriends you. Their level of effectiveness is worth 1D6/2. You may increase this with more OP 2 Mentor: You gained a teacher or mentor in your life. This person has taught you one new skill up to a level of 1D6/2 (round up). May be any skill, even magic spells with GM's permission. 3 Favor (see PERKS): Someone owes you big time. Roll 1D6/2 to determine the level of the favor owed you. Type of contact subject to GM approval. 4 Renown: You are famous, through your adventures, exploits, or other heroic events. You are Renown (see PERKS), Roll 1D6/2 to determin the level of your new found fame. 5 Membership (see PERKS): You have been nominated for membership in a select group. Roll 1D6/2 to determine your new status (organization is up to you and the GM) 6 Windfall: Your financial ship just came in -- an inheritance, lottery win, gambling score, or just a good investment Roll 2D6 Raidens for the amount.
3-6 Something Bad: (roll 1D6)	1 Imprisonment: You have been exiled, imprisoned, or held hostage (your choice). Roll 1D6 x 1 year for length of imprisonment. A good place for a PSYCHOLOGICAL complication. 2 Falsely Accused: You were set up, and now face arrest or worse. A good place for an ENEMY complication. 3 Accident or Injury: You were in some kind of terrible accident or maimed in some other way. A good place for a PHYSIOLOGICAL Complication. 4 Hunted: You incurred the wrath of a powerful person, family, or group. A good place for an ENEMY complication. 5 Mental or Physical Illness: You were struck down by a severe PHYSIOLOGICAL illness or PSYCHOLOGICAL complication. 6 Emotional Loss: You lost someone you really cared about. 1-2; they were murdered. 3-4; they died by accident or illness. 5-6, they vanished, killed themselves or just up and left without any explanation.
Go Back To Life Events	

CURRENT SITUATION	CURRENT OUTLOOK
Roll 2D6 to determine where your life is right now: 2 You're involved in the underworld; criminal or dark occult activities. 3 You're involved in law enforcement, the army, or a knightly order. 4 You're involved in a royal court or other administrative duties. 5-7 <i>At present</i>, you lead a commoner's life... 8-9 You're a freelancer; you work for yourself. 10 You have a job as a merchant. 11 You're involved in craftwork or farming. 12 You're involved in research or teaching. Go To CURRENT OUTLOOK	Roll 1D6 to determine where your life is right now: 1 I hate my life, but I can't change it. 2 My life is crazy and out of control! 3 I crave more adventure and thrills! 4 I crave more romance and passion. 5 I crave more money and power. 6 Life's great! Have at thee!

Races

The majority of characters should be human. However, there are a number of other races which are also possible. Standard PC races are Human, High Elf, Dark Elf, Half-Elf, Dwarf, and Grass-runner. Other races can only be used at the GM's discretion. Below is a quick reference table listing the character races and the OP it costs your character. For a detailed description of the race, please see the chapter on Races.

Race	OP
Human	0
High Elf	23
Dark Elf	13
Half-Elf (Dark)	5
Half-Elf (High)	15
Dwarf	18
Grass-runner	6

Because the cost of High Elf is so high, it may seem impossible, or impractical, to get this race, which is somewhat disappointing. The high cost comes from the fact that they are Immortal, an extremely expensive advantage. To help lower the cost, additional complications can be given. The only type of High Elf which would go out an adventure with humans are very atypical of their race. Such high elves may have social complications, such as Bad Reputation among other elves, or may even be an Outsider to high elf society! Together, these two complications may generate upwards of 10-20 OP to alleviate the cost of this race. If you really want to play a high elf, talk to the GM about it and about other possibilities for lowering the cost.

Skills

The master skill list for Lodoss War is slightly different from that which may be found in other Fuzion rulebooks. The rules are the same, but several skills are different, or modified, to better suit a fantasy setting.

Everyman Skills

Everyman skills are things generally known by everyone. **Perception, Concentration, Athletics, Hand-to-Hand, Melee Evade, Local Expert** (Your area), **Lore**, and **Ridding (Horse)**. These are given free to all characters by the GM, and have an automatic *starting Level of 2*; about what the average person would know about his or her world. Each can be improved by adding Skill levels on an individual basis. Please note that Education is *not* an Everyman skill in this gameworld. Most people are uneducated and illiterate. To be literate, you must have Education at 1 or better. Lore, however, is a limited form of historical knowledge, consisting of myths and legends of old, many of which are indeed true.

General Skills

Unlike Everyman Skills, General Skills are purchased at the cost of one Option Point for every level of skill; for example, to have 4 levels in Survival would cost 4 OP.

Buying a skill generally gets you the ability to do pretty much everything described by that skill. However, some skills require that you specialize in a certain aspect of that skill, for example, **Melee Weapon [Sword]** and **Melee Weapon [Axe]**.

Below is a list of skills. This is not to say other skills are not possible. If a GM wishes to add a new skill, he may do so. However, many skills such as **Expert** and **Profession** can cover a wide vary of possible skills. Each skill below is listed with its base characteristic in brackets. This is the default characteristic for that skill. If the GM wishes to use another, he may do so.

ACROBATICS The ability to perform flips, jumps, and rolls like a circus acrobat. You can also jump and flip over an obstacle, landing on your feet, ready to fight. (DEX)

ACTING The ability to act; to assume a role or character. Someone who is skilled in this can fake moods or emotions, or hide his true identity. (PRE)

ALCHEMY This is the study of the chemistry of magic. Alchemy uses the mana that is within all things, and is a skill that may be used by non-magicians. Basically, this is magical chemistry. (INT)

ANIMAL HANDLER The skills of animal handling, training, and care as applicable. (INT)

ARTISAN The ability to make beautiful or useful objects. Must specify one of painting, drawing, sculpture, jewelry, etc. Includes artistic aesthetics as well. (TECH)

ATHLETICS Basic Athletics skills; running, jumping, throwing, swimming. (DEX)

BRIBERY A character with this skill knows when to bribe someone, how to approach him, and how much to offer. (PRE)

BUILDING Knowledge of constructing buildings, tunnels, bridges, etc. Includes ability to design such structures and skills to direct teams or construct the structure yourself. (TECH)

BUSINESS Knowledge of basic business practices, laws of supply and demand, employee management, and so forth. (INT)

CLIMBING Ability to climb unusually difficult walls, trees, and buildings, as long as there are handholds. The basic climbing speed is 2 m/y per phase. (STR)

CONCEALMENT You can hide things and find things that other people have hidden - like important papers, weapons, jewels, artifacts, and so forth. (INT)

CONCENTRATION The abilities of focus and mental control. This would encompass feats of memory, recall, and physiological control. (WILL)

CONTORTIONIST The ability to manipulate your body to get out of ropes and similar bonds. You may also contort your body to fit into generally inaccessible places or spaces. (DEX)

CONVERSATION This ability allows you to extract information from people with careful conversation. The use of this skill takes time, and if the roll is missed, the subject realizes he is being pumped for information. (PRE)

DEDUCTION This is the art of taking several facts and leaping to an obvious conclusion. This skill should be used sparingly. (INT)

DISGUISE The ability to change a character's appearance through makeup, costumes, body language, and facial expression. (TECH)

EDUCATION General knowledge, such as reading, math, history, and current events. (INT)

ELEMENTALISM This is knowledge of the Elemental Powers, used by Shamen. This skill is used to contact the powers of the deity and invoke the power of the gods. You must specialize in one (or more) of each of the Spell Categories (so you may have up to 12 different Elementalism skills).

EXPERT Any one field of knowledge: farming, law, appraisal, and so forth. This can be a hobby, or an in-depth knowledge of a specific field or area. (INT)

FORGERY The ability to create false documents, playing cards, signatures, royal seals, and so forth. (TECH)

GAMBLING The ability to win gambling games that require some skill, such as dice, cards, and more exotic games. A character may also use this skill to cheat. (TECH)

HAND-TO-HAND Basic skill at fighting with your hands. Adding a Martial Arts plug-in will allow the character to use Martial Arts maneuvers and actions. (REF)

HIGH SOCIETY The knowledge of royal and upper-class culture: what clothes to wear, what are considered sophisticated drinks, and how to mingle with royalty and so forth. (PRE)

HISTORY This is knowledge of history, mostly dating back no more than 500 years ago. Historical knowledge beyond the Kingdom of Kastuul is limited to myth and legend (the Lore skill). (INT)

INTERROGATION The ability to forcibly extract information from people. The character knows how to avoid leaving marks, can judge how close a victim is to death or breaking, and is an expert at manipulating subjects into revealing desired information. (PRE)

LANGUAGES Must specify one particular language. All characters can be fluent in one of the below languages as default, but any other second languages must be bought as normal. (INT)

Common - common tongue

High Royal - only 'decorative' for royalty

Kastuulian - the ancient tongue

Elven - tongue of the elves

Dwarven - tongue of the dwarves

Grass-runner - tongue of grass-runners

Goblin - tongue of the goblins

Alecrastian - spoken by Alecrastians

Crystanian - spoken by Crystanians

LIP READING This skill enables the character to read someone's lips in order to tell what he is saying. The character must be able to see his target's mouth clearly. (INT)

LOCAL EXPERT Knowledge of an area; who's who, where things are, general customs, schedules, and peculiarities of the environment. (INT)

LOCKPICKING This skill allows the character to open locks, assuming he has equipment (improvised or hand crafted). (TECH)

LORE This is a familiarity and knowledge of age-old tails and traditions involving supernatural, mythical, and magical stories. (INT)

MELEE WEAPONS Using melee weapons, such as Knife, Club, Ax, Sword, Spear, Pole Arm, etc. You must specialize in a type of weapon, and take a separate skill for each class. (REF)

MELEE EVADE Basic skill at getting out of the way of someone who is trying to strike you at close range (hand-to-hand or with a weapon). (DEX)

MIMICRY The ability to perfectly imitate someone else's voice. (PRE)

NAVIGATION Knowing how to take sightings, use maps and charts, plot courses, work from wind, weather, and other guides. (INT)

ORATORY The ability to speak to an audience and to deliver a convincing presentation. (PRE)

MEDICAL This skill enables the character to stop bleeding, repair damage, and generally keep someone alive. (TECH)

PERCEPTION The skill of observation, perception and spotting hidden things (like clues), detecting lies and emotions. (INT)

PERSUASION The ability to convince, persuade, or influence individuals. (PRE)

PROFESSIONAL The ability to perform a certain profession (such as artist, actor, doctor, carpenter, mason, farmer, etc.) Obviously, certain other skills will greatly enhance the character's ability to practice his profession. (INT)

RANGED EVADE Basic skill at getting out of the way of someone who is trying to shoot you with any type of ranged weapon, be it a bolt, arrow, or blast of magical energy. This skill is used for defense when you are being attacked by a ranged attack. (DEX)

RANGED WEAPONS Firing bows or crossbows. You must specialize in either Bow or Crossbow (or other specific type). (REF)

RESEARCH Skills in using libraries, archives, records, as well as uncovering information from obscure or uncommon sources. (INT)

RIDING This skill enables a character to ride a living creature under difficult circumstances. The type of

animal (usually horse) must be specified when this skill is purchased. (DEX)

SEDUCTION The ability to gain others' trust by offering companionship or favors (not necessarily sexual). (PRE)

SEIGE WEAPONS Use of heavy siege weapons, such as Ballistas or Catapults. You must specify which. (TECH)

SHADOWING The ability to subtly follow someone. Also the ability to spot and lose a tail. (INT)

SHIPHANDLING Ability to pilot, man, and work aboard a sailing vessel. (TECH)

SLEIGHT OF HAND The ability to palm items, fool the eye, perform magic tricks, etc. Also pickpocketing. (REF)

SPELLS Each spell is a skill which can be learned. See the chapter on Magic for more information.

STEALTH The ability to hide in shadows, move silently or avoid detection in combat situations. (DEX)

STREETWISE This skill gives the character knowledge of the seamy side of town: he knows where the local Thieves' Guild is, how talk to thugs, gain information, and so on. (PRE)

SURVIVAL This skill enables the character to live off the land, find food and water, identify dangerous plants and animals, and so on. (INT)

SURVEILLANCE The ability to spy on a subject at range without being detected. (INT)

TACTICS The ability to fight effectively and efficiently. A character with this skill is an expert at combat, and usually knows what must be done to win a battle. (INT)

TEACHING The ability to impart information or skills to other. (PRE)

THAUMATURGY This is knowledge of magic, how it works, and how to control and use it. This skill is used to modify spells, or create new ones. You must specialize in one (or more) of each of the Spell Categories (so you may have up to 12 different Thaumaturgy skills). (INT)

THEURGY This is knowledge of holy magic, used by priests. This skill is used to contact the powers of the deity and invoke the power of the gods. You must specialize in one (or more) of each of the Spell Categories (so you may have up to 12 different Theurgy skills). (INT)

TRACKING The ability to follow a trail by observing tracks, marks, broken twigs, and so forth. (INT)

TRADING The ability to strike a good bargain with a merchant or customer. (PRE)

TRAPS The ability to recognize and evade various types of traps and boobytraps. The character also knows how to set up such traps, given the proper time and equipment. (TECH)

VENTRILOQUIST The character can make his voice sound as if it's coming from somewhere other than himself. (PRE)

WARDROBE AND STYLE A grasp of fashion, wardrobe, and personal grooming. A character with this skill knows how to show off clothes and look his best. (PRE)

WEAPONSMITH The character knows how to build, maintain and repair weapons of various types. The class of weapon (Ranged, Melee, or Siege) must be specified when this skill is purchased. (TECH)

WRITING Composing songs, novels, poems, speeches, and documents. You must have Education of 2 or better. (INT)

Talents

There is no change in Talents from the basic core Fuzion rules. All Talents are available at 3 OP per level. If the GM wish to add new Talents, he may of course do so. There are new Magical Talents available in *Atomik Magick 2nd Edition* which may also be used.

Perks and Privileges

Perks and Privileges must be customized for each individual campaign. In a fantasy setting, some Perks are more relevant and important than others. There are a wide variety of Memberships, Contact, and levels of Wealth, all costing a different amount of OP per level.

Each level in a Perk cost a certain number of Option Points, as listed below. A chart has been provided, listing each Perk, and various sub-categories, and their cost per level. The cost below is listed as cost per level. That is, to have a Membership Level Five in the Mage's Guild would cost 10 OP.

Perk Name	Cost Per Level
Membership	
Army	1 OP
Knighthood	2 OP
Religious Order	2 OP
Royal Household	4 OP
Thieves' Guild	2 OP
Merchants' Guild	2 OP
Mages' Guild	3 OP
Shadow Guild	3 OP
Other Guilds	1 OP
Contact - as normal	1 OP per level
Favors - as normal	0.5OP per level
Renown - Moderate Impact	1 OP per level
Wealth - High Impact	3 OP per level

Royalty (4 OP per Level)

Having a membership in a Royal household gives you a royal title. What level of Membership you have dictates your title. You must have a certain minimum level of Wealth as well to support your title (see Wealth).

Membership (Royal Household)

Level 1 - Youth, non-heir. Wealth not required

Level 2 - Youth, Future Heir. Wealth not required.

Level 3 - Lord, Wealth 2+

Level 4 - Marquis, Wealth 3+

Level 5 - Graf, Wealth 4+

Level 6 - Baron, Wealth 5+

Level 7 - Duke, Wealth 6+

Level 8 - Grand Duke, Wealth 8+

Level 9 - Prince, Wealth 9+

Level 10 - King, Wealth 10

Wealth (3 OP per Level)

Wealth determines your starting resources. However, most of your resources are locked into non-liquid assets, such as your house, personal possessions, cost of living, and so forth. You do have a weekly disposable income, which comes in the form of wages, selling your goods and services, and so forth. If you are royalty, most of your weekly income comes from taxes. Remember, you can exchange 1 OP for 1 Raiden Piece. See Weapon and Equipment for more info on Money.

Wealth

Level 0 - Commoner, 1 Raiden per week

Level 1 - Lower Middle Class, 2 Raidens / week

Level 2 - Middle Class, 4 Raidens / week

Level 3 - Upper Middle Class, 6 Raidens / week

Level 4 - Upper Class, 12 Raidens / week

Level 5 - Wealthy, 24 Raidens / week

Level 6 - Highly Wealthy, 48 Raidens / week

Level 7 - Very Wealthy, 100 Raidens / week

Level 8 - Extremely Wealthy, 200 Raidens / week

Level 9 - Filthy Rich, 400 Raidens / week

Level 10 - Kingly, 1000 Raidens / week

RACES OF LODOSS

Races for Characters

There are three major races on Lodoss -- Humans, elves, and dwarves. Most characters will be human, though dark elves or half-elves should not be too uncommon. High elves are rare, due to the high OP cost of playing one. Other races, such as goblins, kobolds, ogres, and so forth, are inappropriate for Player Characters.

When you design your character, you must decide his or her race. By default, this is Human, and if you play a human you should still specify his nationality (Alan, Valis, Flaim, etc.). Other races require you to spend Option Points. Some of these are quite steep, especially high elf, so many Complications may need to be taken to counter-balance the cost (many high elves have Jealousy, Impulsiveness, Stubborn, and even, in some cases, a Bad Reputation among other high elves!).

All races have certain Characteristic modifiers, Talents, special Powers, and Complications. Talents and Complications are as listed in the core Fuzion rules. Most of the Powers are found in **Champions**. Do not worry if you do not have access to this book. These Powers are self-explanatory, and a GM should have no problem working them into his campaign. These "Powers" are innate abilities, and do not require a skill roll to use.

Humans

Cost: 0 OP

Humans are by far the most common race on the island of Lodoss. Humans control and dominate the major kingdoms, and fill up all the rolls in society. Humans are the default character race for all player characters. Humans themselves, however, are quite diverse. The humans of Alan, Valis, and Kanon are fair-skinned with dark to light colored hair. The humans of Flaim are tanner, and adapted to live in the harsh desert environment. Mossians are made up of both dark and light skinned individuals. The humans on Marmo are also a mix, many are dark skinned though some are also quite pale.

High Elves

Cost: 23 OP

Everyone has heard of the elves. Yet, few people truly know the customs and culture of the elves. Few races have life spans that even compare to that of high elves. They are practically immortal, able to live up to 1000 years, or more, and their apparent age stops after 25-30 years.

High elves are a race of magical, immortal people whose origins are unknown. It is believed high elves were once the elite warriors or wizards of

the gods during the primal age when the gods warred for dominant of the world of Forceria.

Elves, with their long life span, dislike getting involved with human politics since it is constantly changing. From an elf's point of view, the rising and falling of kingdoms and the shaping of human history seems just the blink of an eye. For this reason most elves look upon the other races as children who just don't get along with each other.

A typical elven village has about a hundred elves, and is very similar to a small human village. In such a village there would be farmers, workers, hunters, elders, and several shamans of varying power. Elves live in small wooden homes, most with their own gardens or small field. Elves farm, as well as hunt and gather food from the forest. Villages are ruled by the elders. Important matters are discussed in village meetings, and decisions are made by voting. If a decision can't be made then the elders decide. Most high elves live in the Forest of No Return, and the largest elven village is Talnora. There are also a few elven villages in the Glassy Woods on the western end of Lodoss.

Very few high elves associate with humans, and only deal with them when necessary. Even so, some high elves do come out into the human world. Motivations for this vary from simple curiosity to having been assigned a great quest by a village elder. A high elf can make a powerful ally in any adventurous party. Elves use Shamanic Magic as their form of spell casting (see the section on Magic). Priest can use clerical magic instead.

Chars: +1 INT, +1 DEX, +1 REF, +1 ELMT, -1 BODY, -1 STR

Talents: Animal Empathy, Night Vision, Beautiful +1

Powers: Enhanced Perception (+2 all senses, 1 PP), Immortal Life-Span (3 PP)

Complications: Constant Distinctive Features [15] (Minor, 6 OP), Constant Intolerance to other races [5] (Major, 10 OP).

Dark Elves

Cost: 13 OP

Dark elves, like their high elf relatives, are a race of magical, long-lived people. Their origins are also unknown, but if they are anything like the origins of the high elves, it is possible dark elves were the elite warrior/wizards of the Gods of Darkness. Unlike high elves, dark elves are not immortal, though they are long lived (two to three the average human life span), and they do not appear to age very much. Most dark elves live on Marmo, though some are scattered throughout Moss and Kanon, and of course

dark elves can always be found in Raiden (just about anything can be found in Raiden).

The only physically distinctive feature between dark elves and high elves is skin color. Dark elves have dark skin (hence, their name), whereas high elves have very light colored skin. Both high elves and dark elves can have any color of hair, from black to silver white. Despite their reputation, not all dark elves are evil. In actuality, most are indifferent, and only fight to survive in the hostile land of Marmo. Even so, dark elves have a bad reputation.

Dark elves form villages much like those of the high elves (see above). Dark elves live in the Dark Forest on Marmo, but many also inhabit Salbad. More recently, dark elves have begun forming villages in the forests of Kanon, and have a strong presence in the Marmo occupied city of Shinning Hill.

Elves gain a +1 ELMT, as they are closely linked to elemental powers. Like all elves, dark elves use Shamanic Magic. Priest can use clerical magic instead.

Chars: +1 DEX, +1 REF, +1 ELMT, -1 BODY

Talents: Night Vision, Combat Sense +1, Beautiful +1

Powers: Enhanced Perception (+2 all senses, 1 PP), Extended Life-Span (x2 normal, 1 PP)

Complications: Constant Distinctive Features [15] (Minor, 6 OP), Constant Bad Reputation [5] (Major, 10 OP).

Half-Elves

Cost: 5 OP, or 15 OP for high half-elf

Half-elves are born of a mating between a human and an elf (high elf or dark elf). As can be imagined, high half-elves are extremely rare, as high elves rarely associate with humans. Dark half-elves are also rare, though far more common than the other type. The only difference between a dark and high half-elf is skin color. Because of this, darker half-elves have a bad reputation. Lighter skinned high half-elves do not have this reputation, so the OP cost for them is 15 OP. The majority of half-elves live on Marmo with the other dark elves, but many find their way to the Lodoss mainland. Half-elves find it easier to integrate into human society as their ears are not nearly as long as that of full elves, and their features can be somewhat concealed if necessary. Like all elves, half-elves use Shamanic Magic as their form of spell casting (see the section on Magic). If they are a priest, they can use clerical magic instead.

Chars: +1 DEX, +1 REF, +1 ELMT, -1 BODY

Talents: Night Vision, Longevity

Powers: Enhanced Perception (+2 all senses, 1 PP)

Complications: Constant Distinctive Features [10] (Minor, 5 OP), Constant Bad Reputation [5] (Major, 10 OP), only for dark half-elves.

Dwarves

Cost: 18 OP

Dwarves are a people of great strength and stamina. Though shorter and heftier than most races, dwarves are not to be underestimated. Dwarves are not nearly as common as elves, but are far more likely to be found in human society. The dwarven Kingdom of Stone collapsed thirty years ago after their leader, Frepe, was killed in the war against the Demon King of Marmo. Ever since, the dwarven race has been in a decline. The Dwarven Kingdom of Iron, in Alania, has the largest concentration of dwarves in Lodoss, and given enough time, may one day rise to the same level of grandeur as the Kingdom of Stone. Dwarves in the Kingdom of Iron are renowned for their fine craftsmanship, and may find work in cities and towns as blacksmiths or craftsmen. There is also a small dwarf run mining company near Raiden, which mines the hill for gold and precious stones. Because of this, many dwarves can be found in the city of Raiden. Dwarves are skilled fighters and workers. They have the ability to see in heat (infravision) as well as light, as they have adapted to living underground.

Chars: +1 TECH, +1 CON, +2 STR, +1 BOD, -1 PRE, -1 REF

Talents: Direction Sense

Powers: Infrared Vision (1 PP)

Complications: Constant Distinctive Features [10] (Minor, 5 OP)

Grass-Runners

Cost: 6 OP

Grass-runners seem to have some relation to dwarves, possibly they are a result of dwarf-human intermating, thus making them "half-dwarves". They appear fairly human, having the same skin and hair color and similar proportions, but are only one meter tall and do have slightly pointed ears.

Grass-runners are native to Alecrast, and call themselves "faerie people of grass" in their native language, for they live in the vast grassy plains of that continent. They are uncommon in Lodoss, and usually cross over by ship to Raiden where they trade with local merchants. Grass-runners believe Lodoss is cursed and only visit to trade or prove themselves as warriors.

According to their legends, at the end of the War of the Gods, Kardis used her power to curse the land and split it apart, creating the island of Lodoss. Elves, dwarves, and three tribes of the grass-runners heard Kardis scream her curse. The elf people hide from the curse and protected themselves within deep forests. The dwarves sought safety in caves and tunnels within the earth. But the grass-runners had no shelter. Only one thousands of their kind were to escape from Lodoss, the rest perished in flame. Thus, to the grass-runners, Lodoss is cursed.

If a player wants to be a grass-runner he must have a very good reason to be on Lodoss. For example, Maar (see the section on NPC characters) came to Lodoss to gain experience as a bard.

Most grass-runners are rangers, but they can generally take on any character type. Their preferred weapon is the short sword (which they must use as a two handed weapon!) or a bow modified to their size (-1 DC and half range for a grass-runner bow). Grass-runner shamans who can commune with nature (as per Commune spell) have a special affinity for communicating with insects and plant spirits, and can actually ask them for information. A typical conversation might be "Did you see an ugly man, about forty years old and with plate armor, come stomping through here?" An insect would say that a person came stomping by, but could not recognize the facial features (of course, all humans look alike to plants and animals). GM's should think in advance of such conversations.

Chars: +1 PRE, +1 DEX, +1 REF, -1 BOD, -2 STR,

Talents: Common Sense, Intuition

Powers: Enhanced Perception (+2 all senses, 1 PP)

Complications: Constant Distinctive Features [10] (Minor, 5 OP).

Hyuri

Cost: -12 OP, gives you back 12 OP!

Hyuri is not really a race at all, it is a curse. A member of any race (human, elf, dwarf, etc.) can be cured with a Hyuri Spirit (the Spirit of Fury), and so a character can have this "race" in addition to any other racial template (you could be a human Hyuri, a dark elf Hyuri, a dwarf Hyuri, and so forth). Hyuri is basically the raging force of a berserker. When angered, such a berserker can go into an unstoppable rage. Sometimes, a berserker can control his rage to some degree (as Orson could), but in most cases this is a very difficult thing to do. Most people fear berserkers, so they tend to keep quiet about their curse, but some magic users can still detect the presence of the Hyuri spirit.

The items below *only* take effect when the character goes into a berserker rage (when angered, threatened, or in combat, roll Will + Concentration vs. 20 to avoid the Hyuri rage).

Chars: (only when enraged) -2 INT, -1 PRE, +3 STR, +2 BOD

Talents: (only when enraged) Blind Reaction, Combat Sense +2, High Pain Threshold

Powers: none

Complications: Berserker [20] (Extreme, 30 OP)

Goblins

Cost: -19 OP (Avail. only by GM's permission)

Goblins are a race that inhabits Marmo and scattered areas of Lodoss. Goblins are reddish-brown creatures who live in caves and other dark and damp places. Most humans, elves, and dwarves,

however, consider them monsters for all practical purposes. Their sheer numbers are far greater than that of any other race in Lodoss, aside from humans.

Goblins, like kobolds, are earth dwellers and live in the darkest regions of the earth, primarily caves, deep forests, or ancient tunnels. They are also quite sensitive to light, as they are so used to living underground.

The strongest goblin always becomes the leader of its group. Goblins stay in groups of ten to twenty, and independent groups do not get along well with each other. Often, it takes the power of a goblin shaman or goblin lords bring several groups together.

Large groups of goblins capture kobolds and used them as slaves. Even larger groups have a mix of ogres as well, and but these ogres are not slaves. Ogres lack intelligence, and often look to the goblins for leadership, joining the larger goblin groups.

Goblins worship the dark gods Falaris and the great goblin heroes of the past. Buajack, also known as "I am as rock", was known to have slain many dwarves and is greatly revered. Another goblin, Zak Urub, is also seen as a hero, though he was neither a shaman nor a goblin lord, simply an exceptional common goblin. He was able to become leader of over a hundred goblin warriors, and showed surprising concern for his people. Zak Urub had several human slaves and wore a cloak dyed with elf blood.

Chars: -1 WILL, -1 PRE, +2 STR, +1 BODY

Talents: High Pain Threshold

Powers: none

Complications: Constant Distinctive Features [15] (Major, 15 OP), Constant Bad Reputation [10] (Major, 12 OP).

Goblin Lords

Cost: 4 OP (Avail. only by GM's permission)

One out of a hundred goblins are born as a Goblin Lord. A Goblin Lord can command a large group of goblins, often fifty to a hundred. Goblin lords often rule tribes of goblins, or command goblin regiments in the Marmo army. Goblin Lords are much larger than normal goblins, and are in fact bigger than most humans. They are cunning, intelligent, and highly skilled fighters; indeed, they are creatures to be feared. Goblin lords carry the same social stigma as goblins, and many of the other races simply think they are just bigger versions of the average goblin. On Marmo, however, goblin lords can find themselves in places of power, and in command of military regiments and camps.

Chars: +2 STR, +2 BODY, +1 CON

Talents: High Pain Threshold, Combat Sense +1

Powers: none

Complications: Constant Distinctive Features [15] (Major, 15 OP), Constant Bad Reputation [10] (Major, 12 OP).

Kobolds

Cost: -6 OP (Avail. only by GM's permission)

Kobolds are basically wild, wolf-like beastmen who inhabit Marmo and some of the forests of Lodoss. They are semi-bipedal (standing and walking on two legs, but run on all four), and look very much like wolf-men. They have dark gray fur, tails, digitigrade legs, and the head of a wolf. A kobold's hands are, however, fairly human-like, allowing them to wield weapons. Kobolds are often found wearing armor as well, and are somewhat skilled with a sword. They are not suited for PCs.

Chars: -1 INT, -1 WILL, +1 REF, +1 MOVE

Talents: Acute Smell, Night Vision

Powers: Discrmntry Smell (1PP), Tracking Sent(2PP)

Complications: Constant Distinctive Features [15] (Major, 15 OP), Constant Bad Reputation [10] (Major, 12 OP).

Ogres

Cost: 7 OP (Avail. only by GM's permission)

Ogres are massive creatures, three times the size of a man. They have rough, dark brown skin, small bony horns on their head, and mouth with large canine teeth. They have poor vision with their small yellow eyes, but this makes them no less dangerous. Ogres are extremely strong, and usually wield large, devastating weapons such as axes or battle-scythes. Ogres are slow, stupid, and overconfident as to their own abilities. They are not suited for PCs.

Chars: -2 INT, -1 WILL, +5 STR, +3 BODY, +2 CON

Talents: High Pain Threshold

Powers: none

Complications: Constant Distinctive Features [15] (Major, 15 OP), Constant Bad Reputation [10] (Major, 12 OP), Reduced Eyesight [10] (Minor, 4 OP)

Giants

Cost: 40 OP (Avail. only by GM's permission)

In the Central Mountains, south of the Deserts of Fire and Storm, are a race of huge humanoids who inhabit the foreboding cliffs and caves of the impassible mountain ranges. These massive people stand upwards of fifteen feet high, and can mass up to a ton. It is said their skulls are so large as to be used as hovels by goblins. Giants have rarely been seen outside the central region of their mountainous domain, but travelers making the journey through the mountain pass from Addan to Novice often speak of seeing giants watching them from the mountain peaks far above. Explorers who have ventured into the forbidden mountains have returned with tails of a great City of Giants and a valley of bones where the giants have buried their dead for centuries. Whether or not these rumors are true has yet to be seen.

Chars: -1 DEX, -1 REF, -1 MOVE, +8 STR, +5 BODY, +3 CON

Talents: none

Powers: none

Complications: Constant Distinctive Features [15] (Major, 15 OP), Constant Bad Reputation [5] (Major, 10 OP)

Centaurs

Cost: 11 OP (Avail. only by GM's permission)

Centaur, both male and female, have the body, legs, and tail of a horse, but a torso, arms, and head of a human. Centaurs live in tribes deep within the forests of Lodoss, primarily in the Glassy Woods and the forests of Moss. They are rarely seen outside their woodland domains, but occasionally may venture forth on some important quest. Centaurs have a strong sense of honor and despise evil and wrong doings to an extreme degree. Most centaur magic users are Shamans, but there can be other types as well.

Chars: +1 STR, +2 BODY, +2 CON

Talents: Animal Empathy

Powers: Running x2 Non-Combat Move (1 PP)

Complications: Constant Distinctive Features [15] (Major, 15 OP), Frequent Code of Honor [5] (Major, 7 OP)

Vampires

Cost: 21 OP (Avail. only by GM's permission)

Vampires are sinister creatures of the night, and the only type of undead allowable as a player character (but only with the GM's approval). Most vampires are evil, but as with all things, there can be exceptions. Vampires can create others of their kind by biting them and making the victim partake of its own blood.

Vampires are undead, and like undead they cannot be "killed" again. If injured seriously enough a vampire can be rendered unconscious (at -5 hit points), and destroyed at -15. Even at this, a vampire can be regenerated by magical means. A vampire will be totally destroyed if killed by exposure to direct sunlight, which inflicts 1 DC of damage per phase (every 3 seconds). A stake impaled through the heart will render a vampire preeminently immobile until the stake is removed. Holy water and holy symbols will inflict 1 DC damage when it touches a vampire, but only once. Vampires are also exceptionally powerful with magic, and often use Sorcery or Demonic magic.

Chars: +1 PER, +1 STR, +1 BOD, +2 CON, +2 DARK

Talents: Night Vision, Simulate Death

Powers: Undead (includes Immunity to Disease, Immunity to Age, Immortality) (7 PP)

Complications: Infrequent Vulnerability - Direct Sunlight [15] (Extreme, 20 OP), Infrequent Vulnerability - Holy Symbols [10] (Minor, 3 OP), Constant Addiction - Blood [5] (Extreme, 20 OP), Constant Bad Reputation [10] (Major, 12 OP)

MAGIC, WIZARDS, AND CLERICS

A Land of Magic

Lodoss is a land of great magic, mysteries, and power. Once, many thousands of years ago, the world of Forceria was forged by the brilliant powers of magic. The gods were great then, but in their greatness terrible wars were fought. The earth was shattered, the seas boiled, and the gods perished and died away.

It took centuries for civilization to rebuild, and centuries more for learned men to master the ways of magic. Kastuul, the Kingdom of Magic, arose seven hundred years ago. The great empire spanned all of Lodoss, some say beyond, and was ruled by mighty sorcerers and wizards. In time, these immortal rulers became bitter and jealous of one another, and took to warring amongst themselves to determine who would become the supreme emperor of the known world. Only destruction and chaos came of the war, the mighty Kingdom of Magic collapsed -- Cities burned in the pyre of dying armies, cataclysmic tidal waves rushed in from the storm-angered seas, earthquakes shattered the land from east to west. Thousands died, and the knowledge of the ages was all but lost.

It took another five hundred years for civilization to recover from the calamity. Though evil, chaos, and war still plague the land, the people are once again blessed with the luxury of art, poetry, and science. Slowly but surely, lost knowledge from the age of Kastuul is being recovered. More and more, the few remaining magical tomes and books of knowledge are being translated, copied, and passed between the circles of wisemen, adepts, and priests. Those with a desire to learn are welcomed into the schools and academies now prominent through Alania and Valis. Indeed, it seems nothing is beyond the grasp of our understanding and the new world of magic and mystery is finally opening its door.

Magic in the Game

Lodoss War RPG uses the magic game mechanics system presented in **Atomik Magick 2nd Edition**. **Atomik Magick** is available at the URL listed below in .PDF format. If you do not have **Atomik Magick** you must get it to play this game. You will also need **Atomik Grimoire**. These documents have all the magic system rules, game mechanics, and spells. I could repeat all the rules here, but getting the document separately simplifies matters greatly as you will be able to easily use the magic game mechanics rules to any other fantasy Fuzion campaign you might want to run.

<http://www.meta-earth.com/fuzion/atomik.html>

It is possible you may wish to use an alternative magic system presented in another Fuzion plug-in (such as the magic system presented in **Shards of the Stone**). You may of course do so, but all rules below assume you are using **Atomik Magick**. There is no guarantee on how well other magic systems can represent the magic seen in Lodoss War.

Once you have **Atomik Magick**, please read and understand how the magic system works. All further descriptions, rules, and options listed below assume that you have **Atomik Magick** handy, and are familiar with the systems presented therein.

If you have questions, or do not understand how and where to get this document, please email me (mchase@meta-earth.com).

Basic Settings

In **Atomik Magic 2nd Edition** there are a number of settings which must be set by the GM for his gameworld. Though the GM can change these as he wishes, below I present the default settings for magic in the Lodoss War universe.

Magical Characteristics: There are four -- MAGE, ELMT, HOLY, and DARK (see *Magical Characters*)

Booster Stat: Listed on the Magic System discription (see *Magic Systems*)

Mana Pool: By default, the Multiplier is 5. So to calculate MP, take Mage Stat + Booster Stat x 5.

Mana Recovery: Lodoss War uses the optoinal Mana Recovery rules, instead of Channeling (see the rules in **Atomik Magick**). MR is calculated by (Mage Stat + Booster Stat) x 3, and the time is Hours. *Basically, a good night's rest will recover all MP.*

Casting Times: All Magic Systems have casting times in Rounds, rather than Minutes. This makes magic much faster, as seen in the series.

Magic Characters

When making a magic user it must be kept in mind that only in the past century has magic begun to make a come back. Before this time, Lodoss was still shrouded in darkness, and the people were rather ignorant of the magical world around them (elves, and other magical beings, are the exception). Because of this, mages (also commonly referred to as wizards or sorcerers) are actually quite rare. Most kings have a few modestly powerful wizards in their court, and every city has at least a few amateur magic users. A few of the more powerful mages reside in solitary castles, or wander

the country searching for magical treasures, spells, and potential apprentices. Magic users are awed and well respected in most communities, and many find jobs as advisors for local villages.

Before you create your magic user character, you must decide what magic system she uses: Sorcery, Shamanism, or Holy Magic. Demonic magic also exists, but is only for evil wizards, like Wagnard.

Magic Systems

There are four primary magic systems in *Lodoss War* -- Sorcery, Shamanic, Holy, and Demonic. The rules for creating new magic systems is outlined in *Atomik Magick 2nd Edition*. Though the Magic Systems were built using the methods outline in *Atomik Magick*, the system below are described in a simplified form. Each system gives access to certain Spell Categories, and *only* those spells are available to that system. There are no Skill or Aspect modifiers (which simplifies magic greatly). For instance, a Sorcerer only has access to those Spell Categories listed for Sorcery. If a magic user knows multiple magic systems, he have the proper Characteristics. For instance, to have both Sorcery and Shamanic magic, the mage must have both MAGE as well as ELMT stats. To have Sorcery, Shamanic, and also a Clerical Magic system he must have MAGE, ELMT, and HOLY.

Magic System Summary

System	Stat	Cast Time
Sorcery	MAGE	In Rounds
Shamanic	ELMT	In Rounds
Holy Magic	HOLY	In Rounds
Demonic	DARK	In Rounds

Sorcery (or Magery)

Mage Stat: MAGE

Booster Stat: INT

Base Skill: Thaumaturgy

Casting Method: Speak, Language (Kastuulian)

Time Scale: Rounds

Sorcery is the default magic system for human magic users. Knowledge of this spell casting method has been all but lost for four hundred years. Only in the last century has this lost magic system been recovered.

The powers of sorcery attempt to enact changes in nature and the physical world. Sorcerers devote a great deal of time researching the methods in which the forces of nature can be channeled. These methods include chanting incantations, using hand gestures, the use of a staff or spell book, and so forth. Many of the spells contemporary sorcerers use today have been passed down from the Mages' Guild in Alan.

At the peek of the Kingdom of Sorcery, there were vast libraries of Sorcery spells, thousands of volumes of thousands of pages. During the terrible war, these libraries were destroyed and nearly all the books were lost. Yet, a few remained.

Kastuulian magic books are prized artifacts (actually, anything from ancient Kastuul is a prized artifact). Kastuulian tomes are written in Kastuulian, and Sorcery spells can only be cast when spoken in Kastuulian. These spells were formulated to command the energies of magic (Mana) with certain Kastuulian incantations. All Sorcerers should know Kastuulian at level 2 or better to be fluent enough to chant the spells and invocations.

Of all the magic systems, Sorcery is the most common and most well documented. Slayn and Wort were both Sorcerers.

A few sample incantations are:

"Things alive and dead, shed your false clothing and appear in your true form. Time of all creation, the infinite power, becoming the barrier to protect us. Time of all creation, the infinite power!"

"Give unto my staff the power to banish darkness."

"To the souls who are controlled by the selfish spells, answer my righteous calls to awakening."

Spell Categories

Creation (and Entropy) Spells
Knowledge (Wisdom) Spells
Mental (Psychic) Spells
Movement (Portation) Spells
Sensory (Wyrdsight) Spells
Wizardry (Enchantment) Spells

Shamanic Magic (Elementalism)

Mage Stat: ELMT

Booster Stat: CON

Base Skill: Elementalism

Casting Method: Speak, Gesture

Time Scale: Rounds

Shamanism is the use of natural forces to produce magical effects. Shamanic magic is the summoning and controlling of elemental powers and nature spirits. Unlike Sorcery, Shamans use the magical energies of nature, present in all living things. Spirits of nature exist within the trees, the river, the air, and the even the cracking blaze of fire.

It takes a special person with a talent for magic *and* an affinity for nature to become a Shaman due to the bond they have to develop with their environment. It is through this bond that the Shaman is able to communicate with nature and forge pacts with the spirits of Earth, Wind, Water, and Fire, and invoke their power. Shamans develop their talents and skills over time as they develop their bond with nature.

In a broad sense, all spells cast by Shamanic magic are technically elemental spell (even Movement Spells, Healing Spells, and so forth). This is because the method of casting calls upon and invokes magic by praying to the spirits of nature. For instance, to fly, one might call unto the spirit of the air (Sylph) to grant the power of flight. This is purely a special effect (SFX) of the casting method, but the GM should encourage players to formulate their spirit-prayers for each spell. This is not required, but can make the game much more interesting, and more to the spirit of Lodoss.

As with all things, Shamans may be good or evil. The spirits of nature are neutral toward good and evil, after all, nature may be used by anyone who is *in tune* with nature. Thus, both a good high elf and an evil dark elf can use the same spells and invoke the same spirits, even while pitted in combat against one another. Intelligent elemental creatures, (such as a Gnome or Undine) may have a particular alignment toward good or evil, but this will vary with each individual elemental creature.

Most elves use Shamanic Magic. A few elves are Wizards, and those who are priests use the holy magic for their respective god or goddess. As a general rule, high elves, dark elves, and half-elves should all use Shamanic Magic. There are very few human shamans, as humans have, for the most part, abandoned nature and become "urban" creating their own magical systems. There are still some human shamans, but these people are either barbarians or spirit-elementalists from Crystania.

The biggest disadvantage with Shamanic Magic is that there is little to nothing written about it. Shamans must learn spells on their own (as they progress and earn experience), or find a shamanic teacher. The only way to cast Shamanic spells is if you have a skill in that spell. There is no way to cast Shamanic spells "from the book" because there are no books to use! Most shamans should start out knowing (have memorized as skills) five to ten spells. They can advance if another shaman is willing to teach them, or through self-teaching (which can take months of practice).

A few sample incantations are:

"Faerie of light, the mother power that nurtures plants, come to me."

"Undine, faerie of water, give us your power."

Spell Categories

Creation (and Entropy) Spells
Elemental (Primal) Spells
Knowledge (Wisdom) Spells
Movement (Portation) Spells
Natural (Shamanic) Spells
Physiology (Healing) Spells
Sensory (Wyrdsight) Spells

Holy Magic (Clerical Magic)

Mage Stat: HOLY

Booster Stat: WILL

Base Skill: Theurgy

Casting Method: Speak (Prayer), Religion

Time Scale: Rounds

There are many gods and goddesses still worshipped in Lodoss. The four primary gods are Falis, Marfa, Falaris, and Kardis. Other gods have small pocket cults or minor temples and shines in various cities and towns, with only a few followers. For each god or goddess there is a different clerical magic system. However, all forms Holy Magic are functionally the same as far as game terms are concerned. As a preist, simply chose which deity you follow. There are particularities for each sect, which will be discussed later (see *About Holy Magic*).

Spell Categories

Knowledge (Wisdom) Spells
Mental (Psychic) Spells
Movement (Portation) Spells
@ Necromancy (Spiritual) Spell
% Physiology (Healing) Spells
Sensory (Wyrdsight) Spells
Summoning (Conjuring) Spells
Wizardry (Enchantment) Spells

@ Only available to Priests of Darkness

% Only available to Priests of Light

Necromancy is only available to Priests of Darkness, with the exception that Priests of Light may have Turn, Banish, and Destroy Undead spell.

Demonic Magic (Necromancy)

Mage Stat: DARK

Booster Stat: WILL

Base Skill: Necromancy

Casting Method: Speak, Painful to Cast

Time Scale: Rounds

Demon magic is the darkest magic and its practice is shrouded in mystery. Demon magic is not tolerated in Lodoss, though there are many demonalators who practice on Marmo. Only dark elves, demons, and evil sorcerers can cast this sinister magic.

One who practices demonic magic is referred to as a "dark mage" or demonalator (one who invokes demons). They are evil, ruthless, and corrupt. Many are also priests of Falaris or Kardis, or other dark gods, and their powers are only enhanced by this. The dark gods can easily grant their most devote followers greater demonic powers.

Dark mages are notorious for summoning demons and evil spirits, as well as binding necromantic spells. They work in black temples and gothic stone fortresses, practicing their powers of darkness and destruction. The requirements for the casting of their spells often includes ghastly and

horrific ingredients, unspeakable rites, and blasphemous incantations. Many of the more powerful spells can require blood sacrifices.

Demonic (or Necromantic) magic is also very painful to cast. Generally speaking, all such spells either have Backlash (doing some level of Stun) or have nasty Side Effects.

Spell/Skill Categories

Creation (and Entropy) Spells
Movement (Portation) Spells
Necromancy (Spiritual) Spell
Physiology (Healing) Spells
Sensory (Wyrdsight) Spells
Summoning (Conjuring) Spells
Wizardry (Enchantment) Spells

Magical Characteristics

Any magic user must have the appropriate Magical Characteristic listed under the magic system (or systems) she knows. Thus, a Sorcerer must have MAGE and an elf with Shamanic powers must have ELMT. To facilitate character growth and staged-progression, all magic users should start out with such stats at level 1 or 2, and these points are taken from the normal pool of Characteristic points. He may also start out with a few minor spells memorized (see Memorizing spells in *Atomik Magick*). Calculate MP and MR as prescribed earlier. He may spend extra OP to increase both MP and MR, if desired.

The character can advance his Magical Characteristic as he gains OP from the adventure. It takes 10 *Option Points* to increase a Magical Characteristic one level (rather than the normal 5). The GM may wish to limit the character's advancement at first, to keep the player from jumping his character two or three levels in the first game season. It might be that he can only advance every other game season, or he can only improve his MP and MR. Furthermore, the GM should require that the character spend at least four hours a day devoted to studying and exercising his magical powers for several weeks, in order to make this progression.

Magic Users should not advanced beyond a Magical Characteristic of 7, as it would unbalance the game. The GM may, of course, allow further advancement as he sees fit, but he should be wary of this.

Spell Skills

As you should know from reading *Atomik Magick 2nd Edition* (which if you have not you are probably very confused by now) each Category of spells requires its own Skill to use. The Base Skill for every magic system is listed under that Magic System. Thus, under Sorcery, the Base Skill you

must have is *Thaumaturgy*. However, this skill is sub-categorized for each Spell Category. That is to say, to cast a Summoning spell, you must use a skill called *Summoning*. To cast a Mental spell you must use a skill called *Mental*. Each of these is different for each magic system, so if you know two magic systems (or more) you must specify with the Base Skill like so. If you *Thaumaturgy(Creation) / 5* (for level 5), or *Shamanic(Elemental) / 3*, or *Theurgy(Summoning) / 6*.

Remember, you only need to get skills for each Category available to your magic system. If a category is unavailable to you (Shamans cannot use Necromancy), then you cannot get a skill in it under that magic system (though you could have multiply magic systems).

For example, Deedlit would probably have:

Shamanic (Creation) / 4
Shamanic (Elemental) / 8
Shamanic (Knowledge) / 2
Shamanic (Movement) / 4
Shamanic (Natural) / 6
Shamanic (Physiology) / 5
Shamanic (Sensory) / 3

Slayn would probably have

Thaumaturgy (Creation) / 3
Thaumaturgy (Knowledge) / 5
Thaumaturgy (Mental) / 4
Thaumaturgy (Movement) / 2
Thaumaturgy (Sensory) / 4
Thaumaturgy (Wizardry) / 8

Spell Skill Characteristic

As mentioned in *Atomik Magick*, spells are skills, and so they must have a base characteristic for making Task Rolls. The base characteristic for casting spells is *TECH* for all magic users. So for Slayn to cast a Knowledge spell, he would have to roll **TECH + Thaumaturgy(Knowledge) + 3D6 versus the spell's DV**.

Remember GM's, if you set a ceiling on characteristics, most mage PCs will end up with their TECH set at this value. If you want to avoid this, you may use the optional rules in *Atomik Magick 2nd Edition* for specifying different Characteristics for each Category.

Aptitudes

Optionally, magic users may also have aptitudes, if they desire, as described in *Atomik Magick*. This will modify his effective MAGE for the spell categories, and so should be considered when you develop your character concept. A GM is advised to look over all the spells and decide ahead of time if there are any categories he wants to restrict from Aptitudes. Players may also want to be sure

they have selected an appropriate aptitude. A Sorcerer cannot have an Aptitude in Elemental Spells, as Elemental Spells are unavailable to Sorcerers (see Magic Systems).

About Holy Magic

There are many gods and goddesses still worshipped in Lodoss. The four primary gods are Falis, Marfa, Falaris, and Kardis. Other gods have small pocket cults or minor temples and shines in various cities and towns, with only a few followers. For each god or goddess there is a different clerical magic system. Spells are granted by the spirit of the god, or maybe taught by priests higher in the Order. Some priest spells are outlined in religious books, and can be cast from these books. For instance, the Book of Falis has many healing spells, which, as Priest of Falis, you may use to cast from.

If a priest, for some reason, abandons his deity (or is excommunicated) he loses the casting system for that god, rendering any skills he has for that system *unless*. He does not lose those skills; simply, he can no longer cast in that system of magic. If he ever returns or is brought back into the priesthood, he will be able to use that system again.

If a priest, for some reason, *changes* his religion (a priest of Falis becoming a priest of Marfa, for instance), he will still lose the former casting system, rendering all those skills. He must then begin learning all new skills under his new clerical magic system. For this reason, few priests change their religion unless they have good reason!

The game mechanics of Holy Magic was discussed earlier, under *Magic Systems*. Below are listed the religious orders common in Lodoss. There may be other gods, and cults of these gods, but these must be created by the GM.

Priests of Falis

Falis is the most loved and worshipped god in Lodoss. The great Temple of Falis stands as a brilliant white-marble palace in Roid, the capital city of Valis. Nearly every village and town has a shrine dedicated to the glorious God of Light, where men and women are free to sing their praises and worship the mightiest of the gods.

There are four orders of the Priesthood of Falis. The first level are Acolytes, and they serve as the ones who clean and maintain the temples and shrines, and help people in need on a day to day basis. The second level of the priesthood is Novitiate. Novitiates are priests in training. They attended Temple (in Roid) where they learn the teachings of Falis and begin training in the art of magic. After undergoing a long journey (the final step of their training), they become Priests of Falis. A Priest has great power and knows many holy spells, but can only use his magic to save or help others.

Most priests work in the Temple or perform services in the many shrines throughout the land, but some also go out into the world on a quest to help others in need. After many years of being in the priesthood, it may be possible to become a Bishop. A bishop typically runs a shrine, or leads classes in the Temple. Bishops also hold administrative positions. The High Priest is the figurehead of the Temple of Falis, acting as the religious leader for a term of five years. After these five years, the High Priest steps down and another bishop is elected to his position.

Priest of Falaris

Falaris, the terrible God of Darkness, is feared and loathed throughout Lodoss. His cult resides primarily on Marmo, along with other cults dedicated to dark gods such as Kardis and Baylos. There are many human priests of Falaris in the Black Castle Conquera on Marmo, but many dark elves also follow the dark god. Dark elves see themselves as the chosen "Children of Falaris". Because of this, a dark elf (or half-elf) character who is a priest of Falaris may use Falaris Holy Magic, instead of his Shamanic magic.

Priests of Falaris must perform horrid rites and bloody sacrifices to their god within the abysmal chambers of the desolate and terrible Castle Conquera. Most sacrifices require a human, dark elf, or half-elf be ritualistically killed, but the sacrifice of a high elf is extremely well rewarded, and can result in spectacular spell-casting effects. Goblins and other semi-intelligent creatures are usually not satisfactory sacrifices.

Middle and high level priests can begin to learn extremely potent and black spells, and have easy access to their dark mentors and unholy tomes from which to learn.

Priest of Marfa

Marfa, Goddess of Creation, was the last of the Gods of Light to fall. When she fell, her soul and essence settled across all of Lodoss, and now resides as a powerful protective force. Because her spirit is so great, her priests are quite common and temples and shrines dedicated to Marfa can be found throughout the land.

The Grand Temple of Marfa is located north of the town of Tarba, in the Northeast corner of Lodoss, near the domain of the Ancient Dragon Bramd. Bramd acts as the great protector and advisor of priests of Marfa, as he was the dragon who fought at Marfa's side during the War of the Gods. Bramd is extremely powerful and very ancient and spends most of his time sleeping within the ice-crystal caverns of his mountaintop lair. The High Priestess of Marfa lives in the Grand Temple. The founder and current High Priestess of the Temple is

Neese, the Elder. Her daughter, Leylia, will probably be her successor one day.

Early on, priests of Marfa are taught a few basic spells, including a few healing spells and creation spells. Later, they can learn more advanced spells in other categories. Priests of Marfa rarely learn "damaging" spells, or spells which can hurt and harm. However, they know that having the ability to fight and defend oneself is crucial, so a few combat and defensive spells are also taught.

Priest of Kardis

Kardis is the abominable Goddess of Destruction and Madness. Her cult resides alongside the cults of Falaris, but is actually more popular and far more powerful than the cults dedicated to the God of Darkness himself. This is because Kardis is still extremely strong and influential. She was the last god of darkness to die, but was not utterly killed. Kardis's influence on Marmo is so strong that sensitive wizards and other magic users can often feel her presence.

The actual Temple of Kardis is beneath the Castle Conquera, and acts as a sarcophagus to the goddess who lies between death and life. The Temple of Kardis is very hard to access, except by those who know the way. Deep inside is a labyrinth of empty chambers, endless tunnels, and an enormous, yet desolate, necropolis city. Here, the worshipers of Kardis reside, practicing their black arts and performing unspeakable rites and sacrifices in her name.

Priest of Baylos

Baylos is the dark God of Fire and Fury. Once, Baylos was the noble god of Fire and Justice, but Baylos was drawn to the darkness, and his sense of Justice became twisted, corrupted with evil. Like their god, worshipers of Baylos have a twisted sense of justice as well. Most truly believe they are followers of Justice, the chosen of Baylos, and charged with the responsibility to seek deadly vengeance on all who trespass against the will of Baylos.

The Law of Fire, also called the Book of Baylos, is the chief text for followers of Baylos. It is, in essence, a book of law which lays out complex and excruciatingly detailed rules of right and wrong. Any who violate the slightest law are guilty of trespassing against Baylos, and thus, must be destroyed. The Law of Fire is so strict and precise practically everyone violates at least one of the laws on a daily basis (be it an ill-spoken word, a joke, or a legitimate crime). Priests of Baylos are granted "Impunity" from many of the laws, but acolytes and followers must follow the letter of the law. The Law of Fire is considered by most citizens of Lodoss to be a fraud.

Nevertheless, priests and followers of Baylos seek out and destroy violators of the Law. They hunt down and destroy those they believe are guilty, and sacrifice them to Baylos as an offering for power. Such human sacrifices are terribly bloody. The worship of Baylos is outlawed on Lodoss, but there are cults dedicated to him in several towns.

Priest of Myrii

Myrii is the God of War and Virtue. He is a God of Light, and his priests follow the ways of virtue and enlightenment. Myrii is the patron god of all soldiers, so it is not uncommon for a priest of Myrii to bless an army before they go into battle. This does not always work, however, for the army must be fighting for good and the leaders be of noble and virtuous nature.

Priests of Myrii are not warriors. They do not condone violence, killing, or bloodshed. "Battle with heart, not blade" is the common saying of Priests of Myrii, meaning that a bloody battle is only to be used when all else has failed, and when it is the only avenue to destroy evil. Even so, Priests of Myrii are extremely well tuned fighters, skilled in combat with nearly every weapon and masters of a fighting style akin to martial arts. They know many combat spells as well, but defense is the preferred tactic. "Use your enemy's own strength against him", is repeated time and again to all new acolytes. "Let your enemy wear himself down, then finish him with a single efficient strike".

Priest of Myrii must uphold all Seven Virtues of Light, or risk removal from the priesthood (and losing of all their powers). The Seven Virtues of Light are Honesty, Humility, Charity, Compassion, Justice, Valor, and Prudence. The priesthood is forgiving (as per Compassion) but severe violation or a clear movement into the darkness is punishable by excommunication (as per Justice).

Priest of Barbas

Barbas was one of the few gods to survive the War of the Gods. Barbas (and a few other gods as well) fled to Crystania where they surrendered their bodies and took form in animals to hide from their enemies. Barbas originally took the form of a great tiger. Though he resides on Crystania (and is the reigning lord of the entire country), he still has several dark death-cults in Lodoss and Marmo. These cults are few in number and work in dire secrecy. The worship of Barbas is illegal in most parts of Lodoss.

Priests of Barbas are extraordinarily skilled in the black arts of necromancy and summoning. Fortunately, most priests of Barbas are not too powerful, but those who are can be extremely deadly enemies.

Priest of Rada

Rada is the God of Wisdom and Knowledge. He is the patron god of the arts, and loved by all who have the creative gifts. His priests and followers are outspoken advocates of peace, and believe in total non-violence. They must take the Complication Vow: Non-Violence [15]. Priests of Rada do know defensive spells, but only those spells that incapacitate or otherwise dissuade attackers (Sleep, Daze, and other such spell are quite common).

Priests of Rada are generally highly intelligent, well-learned individuals who prize knowledge and art above all. Priests of Rada are renowned teachers and their schools are open to all, offering an unprecedented educational opportunity for both children and adults.

Priest of Cha Za

Cha Za is the God of Trade and Commerce. His priests are strong advocates of the Three Virtues of Trade: Honesty, Charity, and Prudence. With these Virtues in mind, any trade becomes a fair and good trade for both parties. Most merchants claim to be followers of the teachings of Cha Za, but as many people know, this is certainly not the case. Many merchants seek to fill their own pockets, and priests of Cha Za do not condone such activities. The main Temple of Cha Za is located in Addan, with shrines in Roid, Alan, Raiden, and other major cities.

Priests of Cha Za are a bit more relaxed and fun loving than priests of other orders. This is not to say they live it up, but rather, the priests of Cha Za understand that to live life well you must live life to its fullest.

The most common spells employed Priests of Cha Za are called "Luck" and "Rack". Luck is basically the Blessing of Fortune (see **Atomik Grimoire**), which boost the target's Luck. Rack is one of the few Curse spells used by priests of Light, and it is the inverse of Luck (see *Curse of Incapability*

in **Atomik Grimoire**). Both are employed to help the fair or harm cheaters.

Priest of Atsuki

Priest of Atsuki do not gain magical skills from their god. Atsuki no longer exists, even in spirit, yet there are many cults dedicated to him who insists that all gods are part of Atsuki. He lives through the life in all things and all things live through him. Many priests of Atsuki do, however, practice magic as Sorcerers or Wizards.

Alchemy

Alchemy does not exist in the Lodoss War universe. It has not been witnessed in the series, and if Slayn, Wort, and Wagnard did not employ the power of alchemy, then surely it cannot be employed at all.

Manastones

Although manastones were not spoken of in the Lodoss War series, there is evidence they exist. Some magic items have jewels incrusting in them and even the "eyes" in Karla's Circlet may be manastones. If manastones do exist, they are very rare, and so should be exceedingly expensive.

A 1-miat manastone (as described in **Atomik Magick**) cost 5 Raiden pieces. Therefore, by the manastone chart, a 5-miat manastone would cost 75 Raidens and a 10-miat manastone would cost 250 Raidens!

Because manastones are so rare, the easiest way to power magic items is by enchanting them with spirit talisman. This makes magic items very easy to detect, but is the best way to power them.

Many magical relics from Kastuul, *do* have manastones, and this, in part, is what makes them so valuable. The Scepter of Domination has a very large one placed directly on top, and one can be seen on the Staff of Life as well.

HEROES OF LODOSS

Heroes Never Die

Through the ages, heroes rise and fall -- valiant knights, wise magicians, and holy priests. So long as wars are to be fought and new evils to be vanquished heroes will always be there battling for the side of light and virtue. Indeed, any man can be a soldier. But no matter how brave or strong, it takes a special heart to be a hero.

What then is a hero? A hero is not motivated by promises of fame or fortune, or even self-righteousness (many a knight erroneously believe this latter be the embodiment of the chivalric code). A true hero is one who selflessly gives of himself for the good of all mankind. A priest of light who heals the sick and comforts the dying, asking nothing in return, is a true hero. A good wizard who uses his magic to spare a town from drought or famine, and blesses them with prosperity. And yes, even a warrior, who fights for the weak, and stands for all he believes through the darkest perils which may unfold upon his quest.

Many knights and soldiers fancy themselves heroes, and though their cause may be good, and their intention righteous and just, very few are true heroes. Every age has its heroes, and they are the ones who come to shape their world and defeat the evils and dark powers who would destroy all that is good. These are the ones who think not of themselves but of the world and people they love. These are the ones to whom the greatest virtue of all is Justice.

Note on Stats

Characteristics were converted by computation from the stats listed in the *original* Lodoss War RPG (STrength, ENdurance, AGility, INtelligence, LUCk, Physical Beauty). Not all characters had stats listed, only the main characters. The system used to convert is given below:

INT = 1/2 IN

WILL = 1/4 (IN + EN)

PRE = 1/2 (PB)

TECH = 1/4 (IN + LU)

REF = Divide 1/2 (LU + AG) between REF and DEX

DEX = Divide 1/2 (LU + AG) between REF and DEX

CON = 1/2 EN

STR = 1/2 ST

BODY = 1/4 (EN + ST)

MOVE = 1/6 (AG + EN + ST)

MAGE = simply assigned

Parn

Original - ST:13 EN:10 AG:10 IN:9 LU:16 PB:13

Fuzion - INT 4, WILL 5, PRE 6, TECH 6, REF 7, DEX 6, CON 5, STR 6, BODY 6, MOVE 5

Parn is the son of Tessius, a valiant Holy Knight once in the service of King Fahn. Tessius was dishonored and stripped of his title, and sent to fight on the frontlines of a war against Marmo. There he died, and his name was forever remembered with dishonor. Parn seeks to restore honor to his name and wears his father's old armor with pride.

Headstrong and impulsive, Parn's careless bravery often got him into trouble, but his luck, wits, and gradually improving experience allow him to eventually become the greatest hero in Lodoss, knighted a Holy Knight of Valis, and finally the title "Freedom Knight of Lodoss".

From the beginning, both Wort and Karla are aware of Parn's destiny, though neither can see what will come of the war between Lodoss and Marmo.

Deedlit

Original - ST:12 EN:9 AG:15 IN:12 LU:13 PB:13

Fuzion - INT 6, WILL 5, PRE 6, TECH 6, REF 8, DEX 6, CON 4, STR 6, BODY 5, MOVE 6, ELMT 8

Deedlit is a High Elf, over a hundred years old. She values all life, but will not hesitate to kill those who threaten her friends. Like all elves, Deedlit is a powerful elemental, and is one of the few High Elves to associate with humans. Her interest in humans began simply out of curiosity, but quickly grew to admiration as she fell in love with Parn.

Slayn

Original - ST:7 EN:10 AG:12 IN:16 LU:14 PB:14

Fuzion - INT 8, WILL 7, PRE 7, TECH 6, REF 7, DEX 6, CON 5, STR 4, BODY 4, MOVE 5, MAGE 7

Slayn attended the various schools of magic in Alan and became a powerful wizard of high reputation. His power of magic are, however, insignificant to the ancient mages of Kastuul. Many of the books he possesses are copies or actual texts from that age. He is old friends with the dwarf warrior Ghim and left his studies to help him on his quest to free Leylia from Karla's grip. Slayn's talents saved his friends on numerous occasions, and though most of his spells are strictly defensive, when he gets into a magical slugfest he often comes out on top. Slayn currently lives in Castle Roid in Valis where he acts as a sage and advisor. He has a number of students, all of great magical potential, including the hotshot mage Cecil. Slayn marries Leylia and together they have a daughter, Little Neese.

Ghim

Original - ST:19 EN:12 AG:11 IN:10 LU:12 PB:10

Fuzion - INT 5, WILL 5, PRE 5, TECH 5, REF 6, DEX 6, CON 6, STR 9, BODY 7, MOVE 6

Ghim is a stout dwarven warrior, strong, brave, and wields a mean battle axe. Ghim's quest was to find Leylia, a priestess of Marfa whom he had deep feelings for (Leylia had been possessed by the Grey Witch Karla). He eventually succeeds in rescuing Leylia, but dies in the battle against Karla.

Etoh

Original - ST:11 EN:6 AG:13 IN:14 LU:13 PB:17

Fuzion - INT 7, WILL 5, PRE 8, TECH 7, REF 6, DEX 7, CON 4, STR 5, BODY 4, MOVE 5, HOLY 8

Etoh is a priest of Falis, and follows the ways of light and truth. He is skilled in many priestly spells, including healing, blessings, protection, and warding spells. Though a priest, Etoh is not opposed to combat and is quite proficient in the usage of his small, but deadly, mace. Etoh joins Parn and his friends on their many quests to both explore the world and help them to defeat the forces of evil. After the war, Etoh marries Princess Fianna and they become King and Queen of Valis.

Orson

Original - ST:14 EN:11 AG:15 IN:7 LU:12 PB:14

Fuzion - INT 3, WILL 5, PRE 6, TECH 5, REF 7, DEX 7, CON 5, STR 8, BODY 6, MOVE 6

Orson is a mercenary cursed with a demon-spirit called "Hyuri", which inflicts him with a berserker's rage. Unlike many berserkers, however, Orson has limited control over his Hyuri spirit. It does not attack or injure his friends, and will in fact go into a berserker rage only when his friends (especially Shiris) are threatened. Still, those who know of berserkers fear him, as it is said that where ever a berserker goes only death remains. Orson dies in battle protecting Shiris.

Shiris

Original - ST:15 EN:9 AG:16 IN:10 LU:14 PB:15

Fuzion - INT 5, WILL 5, PRE 7, TECH 6, REF 8, DEX 7, CON 4, STR 6, BODY 5, MOVE 7

Orson's companion, Shiris is a hotheaded mercenary, but is driven by more than promise of war-fortune; she is also a true hero at heart and eventually she and Orson join Parn and the other heroes on their quest to save Lodoss from destruction. Though she is Orson's close friend, they are not lovers. She is attracted to Parn, but knows he is destined for Deedlit. After Orson's death, Shiris sets out on her own. She eventually marries the Prince of the Highland Duchy of Moss, and becomes Queen, and a noble leader of the Dragon Riders.

Woodchuck

Original - ST:7 EN:8 AG:17 IN:12 LU:13 PB:6

Fuzion - INT 6, WILL 5, PRE 3, TECH 6, REF 7, DEX 8, CON 5, STR 4, BODY 4, MOVE 5

Woodchuck is a gambler and thief, but his intentions are certainly not evil. As scoundrels go, Wood is the best of them, and can never pass up a good treasure or gullible sucker. He cheats when he gambles and he cheats when he fights, but he's a thief with his own code of honor, and he never betrays a friend. After he joins up with Parn and others Wood becomes a valuable asset, and both his sense of humor and skill as a fighter come in handy during the course of their adventure. However, Wood's fate is sealed. When Karla is vanquished from Leylia's body the Grey Witch possesses him. Karla possessed Woodchuck for over ten years, but eventually discarded his body in favor of another female body. It is unknown what came of Woodchuck after this event.

Spark

Original - ST:14 EN:12 AG:14 IN:12 LU:11 PB:15

Fuzion - INT 5, WILL 6, PRE 7, TECH 6, REF 7, DEX 6, CON 6, STR 7, BODY 6, MOVE 5

Spark serves under King Kashue for the kingdom of Flaim. He is very overconfident, brash, young, and adventuresome. His family is from ruling desert tribe of Flaim and he appears to be line for success to the throne of Flaim. He goes on a quest to stop Wagnard from resurrecting the dark goddess Kardis, and rescues little Neese. He is eventually given the title of Knight.

Garrack

Original - ST:15 EN:10 AG:11 IN:9 LU:13 PB:9

Fuzion - INT 4, WILL 5, PRE 4, TECH 5, REF 6, DEX 6, CON 5, STR 8, BODY 6, MOVE 6

Garrack trained to be a warrior since he was little. Though he was a nobleman by birth, his demeanor was not suited to such a life. He is a professional mercenary who has been traveling for many years and is on his way home. He is more than happy to join in on any fight or adventure and gets caught up with Spark in his quest.

Aldonova

Original - ST:11 EN:15 AG:10 IN:14 LU:16 PB:9

Fuzion - INT 7, WILL 6, PRE 4, TECH 8, REF 6, DEX 7, CON 8, STR 5, BODY 6, MOVE 6

Aldo was born with magical talent and is very gifted. He has been training for years to become a mage, and is wise, caring, and good-hearted. He is one of the many students of the sorcerer Slayn. Although he is a novice in magic, he becomes a great asset to the team. He's a loyal friend and a very caring individual that believes fighting is wrong. However, he won't hesitate to kill those who want to harm Little Neese. Slayn picked him to protect and

care for his daughter through her struggles for she is the Doorway to resurrect the evil goddess Kardis. Even a compassionate man, such as Aldonova, can't ward off the destruction that evil portrays and leaves in its wake.

Greevus

Original - ST:13 EN:13 AG:11 IN:15 LU:11 PB:9

Fuzion - INT 7, WILL 7, PRE 4, TECH 7, REF 6, DEX 5, CON 6, STR 7, BODY 6, MOVE 5, HOLY 5

Greevus is a warrior priest of Myrii, the God of War and Virtue. He's a dwarf, but is extremely strong and an experienced fighter. He insists on joining Spark and his party on their adventures to save Little Neese. He doesn't condone violence -- it is only to be used when all else has failed. Greevus is gifted with the power of insight and healing, and this power often comes in handy. It does, however, drain his strength when used too much. He's also skilled in combat with nearly every weapon, though his preferred weapon is a very big ax.

Leaf

Original - ST:7 EN:9 AG:14 IN:16 LU:10 PB:16

Fuzion - INT 8, WILL 6, PRE 8, TECH 7, REF 6, DEX 6, CON 5, STR 3, BODY 7, MOVE 5, ELMT 4

Leaf is a half-elf who will outlive any ordinary human. She also leads a hard life for she's shunned by both humans and elves since she is related to both. Her father was an elf and her mother was a human. She lived a happy life until the Dark Elves attacked their village while her father was killed defending his family. Her mother went to seek revenge, so she sent Leaf to live with her aunt before she set out. Like all elves, half elves are also granted the powers of Shaman. Therefore, she becomes a great resource to her team. She's also a very good friend of Deedlits and isn't persecuted by her for being a half-elf.

Ryna

Original - ST:10 EN:11 AG:17 IN:13 LU:15 PB:13

Fuzion - INT 5, WILL 6, PRE 6, TECH 7, REF 8, DEX 8, CON 5, STR 5, BODY 5, MOVE 6

Ryna is a thief, and in love with a fellow thief named Randy. But Randy was killed by the dark elves who stole the Soul Crystal Ball. She later decided to join up with Spark on his conquest to save Lodoss. At first, she deceives Spark and his comrades into believing she's a mercenary for hire. The truth is she's a thief, escaping her death warrant in Blade. She has had to steal and cheat her whole life, just to survive. However, she's a better person than anyone sees or understands and is a product of her past. She becomes a hero with a heart of gold. She also has a strong crush on Spark.

Little Neese

Original - ST:9 EN:10 AG:14 IN:16 LU:18 PB:15

Fuzion - INT 8, WILL 6, PRE 7, TECH 8, REF 8, DEX 8, CON 5, STR 4, BODY 4, MOVE 5, HOLY 10

Little Neese is the daughter of Slayn and Leylia, holy priestess of Marfa (and grand child of Neese the elder). She's a soft-spoken girl with great courage. She knows of the many hardships ahead of her and she's not consumed by them. Therefore, it is her destiny that she must fight alone. Theoretically the soul of Neneel was passed onto her from Leylia's bloodline. Because of this, she is the Doorway to the resurrection of Kardis (the two keys being the Soul Crystal Ball and the Staff of Life). Wagnard abducts her for the sacrifice, but Spark and the others are able to save her just in time. She's determined to free herself from the hellish nightmare placed upon her fate.

Cecil

Original - ST:7 EN:18 AG:9 IN:15 LU:10 PB:11

Fuzion - INT 8, WILL 8, PRE 6, TECH 6, REF 5, DEX 5, CON 9, STR 5, BODY 6, MOVE 6, MAGE 7

Cecil is a human sorcerer. He studies magic under the watchful guidance of Slayn, in Zaxon. As familiar as Cecil is with magic, he is still hot headed and ready to fight. He will always rise to a challenge if another mage thinks he's better than him. Cecil, though male, has a strikingly feminine appearance, and becomes enraged whenever he is mistaken for a woman. He wears a wizardry robe and carries a cobra-hooded staff.

Maar

Original - ST:10 EN:12 AG:17 IN:8 LU:15 PB:15

Fuzion - INT 4, WILL 5, PRE 7, TECH 6, REF 8, DEX 8, CON 6, STR 5, BODY 6, MOVE 6, ELMT 1

Maar is an adventuresome grass-runner and left and idle existence in search of adventure and excitement. He makes an interesting NPC for any party, and is more than willing to join up for quests which seem daring and noble (though he wants little to do with fool-hearted quest). Maar loves to sing, and like many grass-runners is an excellent bard with a knack for weaving new tales and tunes on the spare of the moment. He always has a song to cheer up the party even under the most dire of circumstances. He uses a short sword, but to him the short sword is a two-handed weapon!

Maar's goal is to complete a quest that will enable him to gain a high position in the grass-runner community. He has come to Lodoss to gain experience as a swordsman and a thief. He may look like a child but he is a quick and very skilled.

VILLAINS OF LODOSS

Evil Never Fades Away

Where there is good, there is always evil. The Light and the Dark are equal, and neither can exist without the other. To this end, evil exists as an aspect of the natural order of the universe. But evil is selfish and self-destructive, and rarely runs out of control to threaten the balance between Light and Dark. It is those individuals who serve neither good nor evil, light nor dark, who threaten to unleash the terrible destructive forces of chaos. And in some resides such darkness and evil that the scales of history can topple and come crashing down in a flurry of war and bloodshed. These are movers and shakers of history. The men and women who throw the world into chaos in their relentless climb to power and selfish ambition.

Beld

Before his corruption to Darkness, Beld was a noble knight who fought at King Fahn's side to destroy the Demon King of Marmo. It was Beld himself who slew the mighty Demon King, but he paid a terrible price. He and his mighty sword were bathed in the blood of the dying Demon, and the last remnants of its soul possessed him and turned him to evil. The sword became enchanted with the Demon's power and was thereafter known as the Demon Sword Soul Crusher. He who wields the Sword rules Marmo, but the Demon rules the wielder!

After the First Age of Heroes, Beld conquered Marmo and became known as the Dark Emperor. He formed a great army of monsters, dark elves, and violent men of war. And like the Demon King before him, Beld set out to bring all of Lodoss under his control.

His conquering army seemed unstoppable. Fortress after fortress fell. City after city was sacked and burned. But in the climatic final battle between the joint forces of Valis and Flaim against Beld's dark army of Marmo, King Fahn stepped out to challenge his old friend to single combat. Knowing this was the decisive moment that would decide the fate of Lodoss forever, Beld accepted and killed King Fahn. Triumphant, Beld prepared to proclaim his victory. The men in Fahn's army were outraged -- even the valiant knight Kashue, King of Flaim. An arrow loosed by one of Fahn's men struck Beld in the arm, and taking this opportunity to strike, King Kashue attacked and slew Emperor Beld while he was distracted.

It should be noted that the death of Beld (described above) does differ in the timeline of *the Chronicals of the Heroic Knight* than that which was in the original OAV series.

Ashram

Original - ST:17 EN:14 AG:13 IN:10 LU:19 PB:10

Fuzion - INT 6, WILL 6, PRE 8, TECH 5, REF 8, DEX 8, CON 7, STR 8, BODY 7, MOVE 7

Ashram was the commanding general of Beld's dark army of monsters, dark elves, and warriors. Known as the Black Knight, Ashram's skill as a warrior was unmatched. No man could equal him in combat. As a general, his tactics were flawless, and it was by Ashram's leadership that Beld's army was so successful.

But Ashram was not truly evil, not as Beld or Wagnard. Indeed, Ashram was driven by selfish ambition, ambition that led to his downfall, but Ashram held no desire to destroy Lodoss, nor slaughter innocence. It was his dream to unit all of Lodoss under the flag of Marmo, and bring his people out of darkness into a new Golden Age. Such is not the dream of madmen or tyrants, but of true heroes. The Black Knight held no allegiance to light, nor to any god or goddess -- he fought for his own beliefs and for his lost people. And though his heart was cold as ice, there was one small candle burning in his heart that would one day thaw his tragic soul...

Pirotess, a beautiful dark elf warrior, swore her undying loyalty to Ashram. Though neither could openly admit it, there was a bond of love forming between the two. But as a subordinate, Pirotess could not proclaim her love to him. The two stayed close through the wars and battles across Lodoss, guard each other's back in combat.

After Beld was slain in the War of Heroes, Ashram took the Demon Sword and returned to Marmo to lay claim to the island. Ashram was able to master the Demon, and so the Demon did not control him. But his ambitious drive overcame him when the evil Wagnard tempted him into partaking in the quest for the Scepter of Domination. Ashram set out to claim the Scepter, for he who controls the Scepter controls all of Lodoss. But in the battle against Shooting Star, the Scepter of Domination was lost. Mortified, Ashram tried to commit suicide by throwing himself in the volcano of Fire Dragon Mountain. However, Groder, his loyal subject, teleported him to safety shortly before his death.

In the years that followed, Ashram continued his fight to unit Lodoss. He overthrew the mad nobleman charged with governing the Marmo occupied lands of Kanon, and helped the war's refugees find safety on Marmo and other territories. As the war began to turn badly for him, Ashram took a fleet of ships with his followers and loyal subjects, setting sail to find a new land to begin again...

Pirotess

Original - ST:11 EN:11 AG:18 IN:16 LU:13 PB:13
Fuzion - INT 8, WILL 7, PRE 7, TECH 6, REF 7, DEX 7, CON 5, STR 5, BODY 5, MOVE 7, ELMT 6

Pirotess is a powerful dark elf, her shamanic magic nearly great as that of the High Elf Deedlit. Though she is warrior in the Army of Marmo, her loyalty lies only with Ashram, her true love. She stays by his side through the wars and conflicts, and believes in his dream of a united Lodoss. When Ashram decides to take his people from Marmo, and leave Lodoss forever, she follows him on the great adventure. The two depart from Lodoss with a small convoy of ships and followers, searching for a new land to make their own. Eventually, they come to the land of Crystania, and embark on a new voyage of adventure and war.

Wagnard

Original - ST:5 EN:6 AG:11 IN:17 LU:10 PB:8
Fuzion - INT 9, WILL 8, PRE 5, TECH 7, REF 5, DEX 6, CON 5, STR 3, BODY 4, MOVE 4, DARK 8

Wagnard is the High Priest of Kardis and a devout follower of Falaris. It is his ultimate goal to resurrect Kardis, whose dead soul sleeps under the island of Marmo. Wagnard was an ambitious student at the Mage's Academy in Alan, but he stole forbidden books of dark magic and was banished for his crimes. He began to study the dark arts, and became a necromancy of terrible power. He believes that if he is able to resurrect Kardis, an act which would turn Lodoss into an eternal mortuary, that he will become the Lord of the Kingdom of the Dead. But like all evil sorcerers bent on resurrecting an ancient, undead god of darkness, he couldn't be more mistaken.

Wagnard's plans are eventually foiled when Spark, Parn, and the others face off with him in the heart of the Temple of Kardis. Though he failed to resurrect the Goddess of Destruction, he succeeded in conjuring Naneel, Priestess of Kardis, who finishes the ritual. Fortunately for all, the powers of darkness are eventually overcome by the light, as Neese invokes the Everlasting Light of Marfa.

Wagnard's slightly pointed ears suggest that he may in fact be a half-elf, with a dark elf somewhere in his ancestry, but this is never made clear.

Karla

Karla, the Grey Witch, has lived for well over five hundred years. She was a powerful sorcerer in the Kingdom of Kastuul, and is its sole survivor. Her body has long since died, but she lives on, her soul enchanted upon a magical circlet. Whoever wears the circlet immediately comes under Karla's power and she lives through that body.

Karla truly believes that only through chaos can the balance between Light and Dark be maintained. She believes that if either side becomes too powerful Lodoss will be destroyed, just as Kastuul was destroyed. When Light and peace become the dominant force in Lodoss, Karla creates war. When Darkness and evil become too powerful, she helps create peace. And so the cycle continues, with endless battles between good and evil, war and peace, driven by the mad whims of the ancient Sorceress of Kastuul. Though she truly believes she is protecting Lodoss, and that what she is doing is good and right, few share her belief, and she is considered to be a threat to the unification of Lodoss.

Since the fall of Kastuul, Karla has influenced the development of Lodoss, starting wars and ending wars as the centuries passed, using kings, heroes, and armies as pawns in the never-ending game of fate. Thirty years ago, Karla surfaced to personally take part in a war to destroy the evil Demon King of Marmo. The Demon King was such a powerful threat to Lodoss that Karla could not leave his fate in the hands of mere mortals. She joined a band of heroes (Fahn, Beld, Wort, Neese, and Frepe) on their quest to destroy the Demon King. She would not tell them her name, for if they knew she was in fact Karla, they would have tried to destroy her. Only the powerful wizard Wort recognized her as Karla, by the circlet upon her head, but he did not tell the others. Wort knew why she had come, and knew that her presence would be invaluable in destroying the Demon King.

After the Demon King was destroyed, the balance of power in Lodoss remained stable for thirty years. When the next threat emerged from Lodoss, Beld's army and Wagnard's plans to resurrect Kardis, Karla was there to guide her kings and pawns to stopping them, and bring stability back to the balance between Light and Dark.

Karla still lives on, moving from body to body, waiting, watching, and guarding. If the balance between Light and Dark ever tips again she will be there to guide a new band of heroes to play her games of destiny, fate, and war.

NON-PLAYER CHARACTERS

Through the People...

Through the people the spirit of Lodoss lives. It is the people who build, the people who protect, and the people who live in the enchanted lands of Lodoss. And it is the people who give their lives to protect their homes and the lands of Lodoss from darkness and evil.

Though kings, emperors, and heroes pave the way into the future, the people are not to be forgotten. Some are great and mighty, others are passing villagers who merely stumble across the destinies of heroes and kings.

Below are a few of the people in Lodoss. Some are heroes of legend, such as Wort and Neese, but have retired to more ordinary affairs. Others, such as Jester, are rulers of other lands, but have had little dealings with the greater affairs of Lodoss.

Several NPC characters from the original Lodoss War RPG (by Group-SNE) have been converted to Fuzion and are also included.

Fuoso (original RPG NPC)

Original - ST:11 EN:11 AG:18 IN:10 LU:14 PB:16

Fuzion - INT 5, WILL 6, PRE 8, TECH 6, REF 7, DEX 9, CON 6, STR 6, BODY 5, MOVE 7

Fuoso is an extraordinary Ranger, a Scout of Raiden. He goes by the nicknamed "Scout", but also has a more infamous alias of "Shadow" which he operates by. His favorite quote is "the object in life is to succeed". Shadow is known for being a handsome fellow, and could easily be used as a romantic rival or interest. His sidekick and partner is Deso.

Fuoso was once a prominent figure in the Thieves' Guild of Raiden, but betrayed several of his associates. In revenge, the Guild murdered his parents and tried to kill him as well. He fled and thus changed his name to Shadow.

After the war ended, Fuosu, along with Marsh and Deso, meet up with Parn and Deedlit in a fight against a renegade desert tribe in Flaim.

Deso (original RPG NPC)

Original - ST:10 EN:12 AG:15 IN:11 LU:11 PB:7

Fuzion - INT 6, WILL 6, PRE 4, TECH 6, REF 6, DEX 7, CON 6, STR 5, BODY 5, MOVE 6

Deso is Shadow's partner (above), and accompanies him on many adventures and quests. He is a short fellow, and somewhat lacking in looks and is very unlucky. In a fight, however, Deso can more than match the biggest foe. He has a good, dry sense of humor, which can offer a welcome relief on

long journeys. His preferred weapon is a short sword.

Shayari (original RPG NPC)

Original - ST:16 EN:12 AG:11 IN:14 LU:15 PB:16

Fuzion - INT 7, WILL 6, PRE 8, TECH 7, REF 7, DEX 6, CON 6, STR 8, BODY 7, MOVE 6

Shayari (or Sherry?) is a valiant priestess of Myrii, God of War. She tries to uphold the Seven Virtues, and fights to bring justice and peace to the lands of Lodoss. Shayari is a large, though beautiful woman, whose bulk is iron tough muscle. She wears chainmail armor and a heavy breastplate, and wields a mean war hammer. She is often eager to join an adventuresome party, and makes a good NPC.

Naldeia (original RPG NPC)

Original - ST:12 EN:13 AG:15 IN:13 LU:10 PB:15

Fuzion - INT 7, WILL 7, PRE 7, TECH 5, REF 6, DEX 7, CON 7, STR 6, BODY 6, MOVE 7

Naldeia was once a member of a nomadic desert tribe in Flaim. She has since left her tribe (or was possible expelled) and is in search of her purpose in life. She wanders alone and strives to become totally self-sufficient, not wanting to rely on anyone. She is incredibly independent and anti-social, but could make an interesting NPC. She uses her family scimitar with unprecedented skill.

Marsh (original RPG NPC)

Original - ST:18 EN:15 AG:11 IN:11 LU:13 PB:8

Fuzion - INT 5, WILL 6, PRE 4, TECH 6, REF 6, DEX 6, CON 8, STR 9, BODY 8, MOVE 7

Marsh is a heft warrior from Flaim who fought in the war against Marmo. He's be around, and has a substantial reputation, both good and bad. He will usually get along with everyone, but after a while will begin to quarrel. Marsh's favorite weapon is the battle axe.

King Kashue Arnargue

King Kashue is the mercenary king of Flaim, and is suspected to be the missing Third Prince of Kanon. Ten years ago, the mighty Kashue assembled an army and united the warring nations of the northern desert. With both sword and deed, he brought the desert kingdoms together, and created the powerful nation of Flaim. Flaim and Valis are close allies and Kashue was a close friend of King Fahn. These two allied nations join together in the war against Marmo.

King Fahn

The elder King Fahn has been the sovereign ruler Valis for over fifty years. He founded the Holy Kingdom of Valis in accordance to the laws of Falis and the path of light. When Lodoss was first threatened by the Demon King, Fahn and his band of heroes set out to destroy the demon, and became legends. Already, however, Fahn was a legend in his time. Fahn wields the Holy Sword of Falis, diametrically opposed to the Demon Sword Soul Crusher. King Fahn was killed by Emperor Beld in the Battle of Heroes. Fahn has no male heirs, so his daughter Fianna is to become the Queen of Valis, and Etoh takes his place at the throne (having married Queen Fianna).

Neese (the Elder)

Neese was one of the Six Heroes who defeated the evil Demon King of Marmo and the dark priestess Naneel. She is the High Priestess of Marfa, the mother-goddess of Creation, and so being is powerfully gifted with healing and blessing spells. She could do little, however, when her daughter Leylia was captured by Karla. Neese founded and maintained the majestic Temple of Marfa, located near the town of Tarba, just north of Zaxon, where she died peacefully at an old age.

Leylia

Leylia is the daughter of Neese, and also a priestess of Marfa. She was born as the reincarnation of Naneel, High Priestess of Kardis the Destroyer (Naneel had been killed by Neese, and at her death she cursed her spirit upon Neese's unborn child). Neese raised her daughter as a holy priestess of Marfa, and so the dark nature of the Naneel was overcome, but Neese knew that Leylia was the Doorway to the resurrection of Kardis and kept her protected. Eventually, Karla, the Grey Witch, took possession of her body, quite probably to protect Leylia (and thus all of Lodoss) in her own twisted way. During this time, Wagnard was unable to develop his plans to resurrect Kardis, since he was far too weak to defeat Karla. However, Ghim, Parn, and the other heroes were eventually able to free Leylia from Karla's grasp. Leylia eventually married Slayn, and she bore a daughter, Little Neese, who also possessed the spirit of Naneel. After her marriage with Slayn, she became 'impure' and was

no longer a suitable sacrifice for resurrecting Kardis. Wagnard therefore turned his attention to the abduction of Little Neese.

Wort

Wort was once a great hero, one of the Six Heroes who fought against the Demon King. Now he had secluded himself to a castle high in the mountains south of the Deserts of Fire and Storm. He is still an extremely powerful wizard, some say his power is second only to Karla. He takes no active part in the affairs of Lodoss, but keeps a watchful eye on Karla now that he knows she is still meddling with the balance of history.

Captain Jebra

Captain Jebra was a typical military commander. He was captain of the Alanian fortress Myse, a garrison outpost protecting the coastal territories of Alania. A brave and fair soldier, Jebra had a strong sense of justice and believes in strict discipline for the men under his command. His soldiers act as both garrison and police for the areas under their protection, fighting off monsters, invaders, and raiders alike. Captain Jebra was killed defending his fortress when the armies of Marmo invaded. He was killed in single combat against Ashram. Despite Jebra's skill as a warrior, he was no match for the Dark Knight.

Prince Jester

Prince Jester is the leader of the Kingdom of Moss. He is the personal commander of the Dragon Rider Knights, who ride upon the Wyvern Dragons that inhabit the land of Moss. Jester also has a psychic connection with the Ancient Dragon Mycen, the Golden Dragon who protects Moss. Jester opposed the invasion of Marmo, and allied himself with the armies of Flaim and Valis. His Dragon Rider Knights became a valued addition to the allied armies of Valis and Flaim in the war against Marmo. Prince Jester still resides in his capital city, Dragon Breath, where he rules as a good and wise king.

DRAGONS OF LODOSS

Ancient Dragons

The five Ancient Dragons of Lodoss are the most powerful creatures known to exist. They were born in the primal ages when the gods warred with one another, and fought side by side with the gods themselves. When the world was shattered, and gods faded away, only a dozen Ancient Dragons survived, and most of them retired to remote abodes, far from the scattered pockets of civilization. When the powerful Kingdom of Sorcery arose, the Ancient Dragons once more played a vital and dreadful role in the wars between the Wizards Kings and Barons in their squabbling over the lands of Lodoss. In the end, Kastuul collapsed, and many of the last Ancient Dragons died fighting one another. Only five Ancient Dragons survived, charged with guarding the most powerful treasures of Kastuul, the Governor's Treasures. For five hundred years, the Ancient Dragons guarded their magical troves. Then, when the wars against Marmo arose, the remaining Ancient Dragons awoke once more. So far, three of the Ancient Dragons have died and only two remain.

The Ancient Dragons are so powerful that it is pointless to list their characteristics. For all practical purposes, they are immortal and have vast knowledge of magic. It would take an army of hundreds, even thousands, to kill such a dragon without the assistance of magical weapons.

Shooting Star, the Fire Dragon

The Fire Dragon Shooting Star was, without question, the most powerful dragon remaining after the fall of Kastuul. Shooting Star made his home in an active volcano in the northwest of Lodoss. Here, in the old lava caverns he hide away his vast treasures of gold, magical armor, enchanted weapons, and the most powerful magic item of all -- the Scepter of Domination.

Shooting Star is an evil dragon, who enjoys destroying villages and terrorizing mortals. He does not often come out of his volcano, and had been relatively quite for some time. On occasion, in the past, he had taken flight and destroyed villages from time to time. Brave warriors would go on expeditions to slay the mighty dragon, but none returned. When Shooting Star was hibernating in his hellish, lava home, the people could only pray he would not rouse from his fiery slumber. Shooting star had a wingspan estimated at two hundred meters, and was just as long from the tip of his nose to the end of his tail.

When the villages of Flaim began to grow out and encroach on his feeding grounds, Shooting Star came out once more and decimated those villages.

In an act of vengeance, King Kashue lead his army against the dragon. But the forces of Marmo were also after the Dragon, for Lord Ashram wished to possess his treasure, the Scepter of Domination.

In the battle against him Shooting Star wounded and eventually slain. His dying body fell into the lava pit of his volcanic home and was consumed. The Scepter of Domination was also lost to the scorching fires of the volcano.

Narse, the Black Dragon

Narse was a dragon of darkness who fought along side Kardis, Goddess of Destruction in the ancient War of the Gods. When Kardis was killed, and her shattered spirit fell to the island of Marmo, Narse followed her and made his home in the caverns near where her dead soul lay in perpetual death. In time, Castle Conquera was erected over the same spot, and beneath it, the underground Temple of Kardis. Narse lived under Castle Conquera, and guarded a great treasure of gold and magic items, including the legendary Ferroniere of Knowledge.

As a dragon of darkness, Narse is extremely evil and malevolent. However, he has done little for the past five hundred years and spends most of his time hibernating in the caverns beneath Conquera. Narse is not as large as Shooting Star, but is still very impressive, with a wing span of three to four hundred meters, and measures four hundred meters from nose to tail. He actually has two tails, a feature that distinguishes him from most other dragons.

Narse was killed in the final battle to stop the resurrection of Kardis. Narse was awakend by Karla, to "test" the heroes who had come to stop the resurrection of Kardis. However, Narse was intercepted by the Dragon Rider Knights and the good dragon Mycen. Though both dragons exchanged heavy blows, it was Mycen who triumphed. Narse's treasure still remains unclaimed, and hidden somewhere in the treacherous caverns below Marmo.

Abram, the Water Dragon

The Water Dragon Abram lived in the ocean off the northern cost of Raiden, in the underwater caves and coral reefs of Blue Dragon Island. There he safely hide his precious treasures of gold and magic.

Abram was an evil dragon, legendary among sailors for his persistent attacks on both merchant and pirate ships alike. Abram was said to gut the bottom of a ship and steal away any treasures that

might spill out, hoarding them away in his undersea caves. Needless to say, Abram had a massive collection of gold and treasure. Abram was entrusted with the Soul Crystal Ball, one of the more powerful magic items of Kastuul.

Abram was eventually killed by Ashram in his quest to find the Scepter of Domination, and the Soul Crystal Ball was taken. It is unknown if the rest of his treasure remains unguarded in his cavernous layer.

Mycen, the Golden Dragon

The Golden Dragon Mycen is beloved and awed by all. He is the guardian and protector of the Kingdom of Moss, located in the southwest quadrant of Lodoss. Moss is heavily populated by dragons, and the people of Moss are quite fond of them. Few evil dragons reside in Moss, and to the Mossians the Dragon is a symbol of prosperity and luck.

Mycen helped build the Kingdom of Moss, and jointly rules with the Dragon Rider Knights, commanded by Prince Jester. Mycen lives in a large cave located just north of the capital Dragon Breath, where a large fortress/shrine stands in his honor, guarded by a regiment of Dragon Rider Knights.

Mycen is a large golden feathered serpent dragon, with a wingspan of three hundred fifty meters. He is only three hundred meters long, as his tail is somewhat shorter than most dragon tails. Appearing much more bird-like, Mycen's tail is basically several large scale-feathers, used for stabilizing his flight. This reduces his mobility on the ground, but Mycen is unmatched in the air.

Mycen's treasures are far less spectacular than the treasures of other dragons, as he used much of his treasure to fund the building of the Kingdom of Moss. Still, he protects several powerful magic items, including the renowned Mirror of Truth, a magical mirror which contains all the wisdom and knowledge of the ages, and can reveal the answer to any one question asked of it. Mycen allows limited access to his sacred relic for those in need. Mycen does not allow everyone access to the Mirror, but only to those he believes are worthy. Mycen is the last of the Ancient Dragons still alive.

Bramd, the Ice Dragon

Bramd was the oldest and wisest of the Ancient Dragons. Though immortal, time has taken its toll on this primordial creature, born in the age when the gods were still young. Bramd never left his home in the tall frozen mountains in the northeast of Lodoss, and was still partially in hibernation when he was killed by Ashram.

Bramd, in his wisdom of ages, was a dragon of light. He may actually be the Dragon Counterpart of Marfa, just as Narse was the dragon counterpart of Kardis. If this is true, Bramd may have been far more powerful than anyone realizes.

Bramd was charged with protecting the Staff of Life and a great treasure of riches. High Priestess Neese released Bramd from the spell cast upon him by Governor Saluvan, and in return he gave her all his treasures. She sent the Staff of Life to Valis to be kept guarded in the Temple of Falis, and sold the rest to his treasure to pay for the upkeep of the glorious Temple of Marfa.

Bramd has a distinguishing crest of six horns on his nose, and is light blue in color. He is most comfortable in cold climates, and so he made his home on the high mountain peaks in the northeast corner of Lodoss. Sadly, Bramd was killed by Ashram while in hibernation, for Ashram had mistakenly thought Bramd guarded the Scepter of Domination. His loss was a great loss to the forces of Light.

Great Dragons

Great dragons are the next most powerful species of dragon in Lodoss. These dragons are rarely seen, and keep to high mountain peaks and remote caverns. Little is known about them. It is believed there are only a half-dozen to a dozen great dragons on Lodoss. They are between five to seven hundred years old, and were born in the Age of Magic. Although they are not nearly as old and powerful as the Ancient Dragons, great dragons are still extremely dangerous. Like the Ancient Dragons, great dragons are immortal. Given a few thousand more years, they may become as large and as powerful as the Ancient Dragons.

Many great dragons do hoard vast treasures, and occasionally terrorize villages. Great dragons are easier to slay than the Ancient Dragons, but it still takes a small army (or a brave hero) to bring one down. Great dragons can fly, and typically have four legs, two powerful wings, a long neck and tail. Most have a wing span between fifty to a hundred meters (tip to tip). Like all dragons, they breathe fire and can have a nasty temper. The majority of great dragons reside in Moss (five are known to reside there), and these are all good dragons, allied with Mycen and the Dragon Riders. Other great dragons are scattered through Lodoss and have neutral to evil dispositions.

Dragons are heavily armored with scales and are extremely tough. However, most dragons are unarmored on their underside and have a weak spot where the neck meets the head. Any hit to this weak spot does x3 damage (-6 to hit). Any hit to the eye (-8 to hit) with a large enough weapon can blind it, and cause the dragon to flee.

Below is an average Great Dragon template. Actual dragons may vary.

Chars: INT 5, WILL 7, PRE 5, TECH 4, REF 7, DEX 7, CON 10, STR 18, BODY 300, MOVE 8 [40 in flight], ELMT 7
AV: 15 + 3D6 **DV:** 10 + 3D6
Weight: several hundred tons
Armor: 50KD (underbelly has only 20KD of armor)
Hit Points: 200 Hits
Attack: Fire breath, 16DC
Spells: several dozen

Thunder Dragons

Thunder Dragons are one of the more common types of dragons found in Lodoss. They often rest in deep caverns, ruined castles, or the collapsing tunnels from the old dwarven Kingdom of Stone. Thunder dragons are land dragons, incapable of flight. They walk on all fours, and have the appearance of a brontosaurus. They are not overwhelmingly large, but are still quite big, measuring twenty to thirty meters from end to end and massing ten to twenty tons.

Thunder dragons do little more than lay around and sleep, and rarely cause a problem unless their domain is intruded upon. Even so, Thunder dragons occasionally go in search of a mate or a new home, and a wandering thunder dragon is a creature best to be avoided. Thunder dragons do avoid cities, but they some times stumble across a village, the effects of which can be catastrophic.

Thunder dragons are heavily armored with scales and are extremely tough. As with most dragons, they are unarmored on their underside and have a weak spot where the neck meets the head. Any hit to this weak spot does x3 damage (-6 to hit). Any hit to the eye (-8 to hit) with a large enough weapon can blind it, and cause the dragon to flee.

Below is an average Thunder Dragon template. Actual dragons may vary.

Chars: INT 3, WILL 5, PRE 4, TECH 3, REF 6, DEX 6, CON 8, STR 14, BODY 80, MOVE 6
AV: 12 + 3D6 **DV:** 10 + 3D6
Weight: 10 to 20 tons
Armor: 30KD (underbelly is unarmored)
Hit Points: 100 Hits
Attack: Fire breath, 14DC

Wyvern Dragons

The wyvern dragons of Moss are the only truly domesticated dragons known. These are the dragons used by the Dragon Rider Knights. Wyverns are large reptilian dragons with short necks and tails, two legs, and two wings. They have a wing span of about twenty meters and are fifteen to twenty meters from head to tail. When ridden, a set of bit and bridle are placed on their head, and the rider sits on a mount on the wyvern's back.

The wyverns of Moss are kept in large caves, which is why the Mossians have their fortresses near the mountains. The wyverns are allowed to fly free, but are trained to stay within a certain range of their caves and return when called. Wild wyverns are also common in Moss, and these should not be treated as docile or domestic riding beasts. Wild wyverns can be quite temperamental and violent. Wyverns also live on Blue Dragon Island.

Below is an average Wyvern Dragon template. Actual dragons may vary.

Chars: INT 3, WILL 5, PRE 4, TECH 3, REF 7, DEX 6, CON 8, STR 12, BODY 30, MOVE 4 [20 in flight]
AV: 12 + 3D6 **DV:** 12 + 3D6
Weight: 3 to 5 tons
Armor: 12KD
Hit Points: 50 Hits
Attack: Fire breath, 8DC

Sea Serpents

Sea serpents are the dragons of the ocean. It is unknown how many sea serpents there are, for the oceans are vast and uncharted. Few ships have met with a sea serpent and returned. Those that do return, or the survivors from a ship that was destroyed, bring us the only information on these great monsters of the sea.

Sea serpents are very long, so long they can coil themselves around even the largest galleon ship and crush it to splinters. Arrows seem to be ineffective against its slimy-scaled body, but remember, a solid hit to the eye can drive such a serpent away.

It is unknown why a sea serpent attacks a ship. It is possible they feel threatened when a ship crosses over their domain. They may also mistake a ship for a whale, as whales constitute the bulk of a sea serpent's diet.

Below is an average Sea Serpent template. Actual serpents may vary.

Chars: INT 3, WILL 5, PRE 5, TECH 3, REF 8, DEX 7, CON 12, STR 18, BODY 100, MOVE 8
AV: 10 + 3D6 **DV:** 10 + 3D6
Weight: unknown
Armor: 15KD
Hit Points: 200 Hits
Attack: Coiling Crush, 50DCs to ships. Fire breathe, 15DC (and can set a ship on fire)

CREATURES AND MONSTERS

Beastuary

Beware the wilderness, places uncivilized and untamed, for there roam beasts of monstrous intent, and creatures who, though neither good nor evil, despise mankind -- giant insects, man-eating beasts, enormous worms, and hideous serpents. These are not creatures of magic or intelligence, but they are powerful and viscous, and any traveler should be wary of their presence...

Aerial Jellyfish

Of the beasts that hunt in the sky, the Aerial Jellyfish is the most fearsome. They never leave the cover of the thick clouds which they make their home, and none but the most learned sages and wizards have seen their true form. But when pray is found, the Aerial Jellyfish drops its horrendously long stinging tentacles to grasp the hapless victim. These tentacles can reach down from the very sky to the ground, some even in excess of five hundred meters, and there can be dozens such tentacles. The only defense is to chop and hack and the tentacles, but once grasped, there is no escape. The tentacle wrapped around a victim will squeeze like a python, doing 10DC Stun damage until the pray is dead, or passes out. Further, if the tentacle contacts bare skin, the stinging hairs will inflict an additional 2DC of painful Stun damage. The worst that can happen, however, is for the jellyfish to lift its victim high in the air, then drop it hundreds of meters back to the ground!

Chars: INT 0, WILL 3, PRE 3, TECH 4, REF 5, DEX 7, CON 6, STR 14, BODY 10, MOVE 5 [flying]

AV: 12 + 3D6 **DV:** 8 + 3D6

Weight: unknown

Armor: none

Hit Points: 50

Attack: Tentacle grab - 10DC (Stun) + 2DC Sting

Ameba

Without a doubt, the Ameba is the lowest monstrous life-form, but it is a deadly foe. The Ameba lives only to eat and eat, and when it has gorged itself, it divides to create another just like itself. The Ameba is formless, gleatous, and semi-transparent, its primitive organs can be seen inside it, and even the dissolving bodies of its previous victims. To attack, the Ameba oozes around its victim and attempts to completely envelop it. Once this has been done, it will try to crush the life out of it, and being to digest, doing a combined 3DC damage per Phase (3 seconds). Well-armed fighters can usually escape by cutting through, and wizards often cast fire

or lightning spells to blast out. Amebas often have treasure or other items floating inside them, as it cannot digest metals or gems.

Chars: INT 0, WILL 2, PRE 2, TECH 3, REF 4, DEX 4, CON 8, STR 8, BODY 5, MOVE 2

AV: 10 + 3D6 **DV:** 6 + 3D6

Weight: 100 kgs

Armor: none

Hit Points: 25

Attack: Envelop - 3 DC

Claw Beast

One of the most feared predators of the Wildlands, the Claw Beast is a hunting cat of unsurpassed aggression. This large, pitch-black cat can run at great speeds, can stalk silently, and track with absolute perfection. It is the very embodiment of the hunt and the chase. And they hunt man, just as they hunt any animal. A Claw Beast will attack without warning, without even a sound, pouncing from a tree, overhang, or from the bushes nearby, going right for the victims throat with its fanged teeth. If this fails, it will strike with its claws and fight until it is wounded at which point it will usually flee. A Claw Beast can attack twice in one action, once with each of its fearsome clawed forepaws.

Chars: INT 2, WILL 5, PRE 4, TECH 4, REF 7, DEX 6, CON 7, STR 8, BODY 7, MOVE 8

AV: 15 + 3D6 **DV:** 15 + 3D6

Weight: 200 kgs

Armor: none

Hit Points: 35

Attack: Bite - 5DC, Claws - 3 DC, can attack *twice*

Eagle

Eagles, like many birds of pray, are hunters. But they do not hunt humans. Eagles hunt only rodents, and will only attack humans if they believe their nest is threatened. It is said that Griffins can also summon many eagles to attack potentially threatening interlopers, and these eagles will be very aggressive, under the griffin's mental control. Nevertheless, eagles always attack from above, and usually target the victims face, notable the neck and eyes.

Chars: INT 1, WILL 3, PRE 4, TECH 3, REF 6, DEX 5, CON 4, STR 2, BODY 2, MOVE 10 [flying]

AV: 10 + 3D6 **DV:** 6 + 3D6

Weight: 10 kgs

Armor: none

Hit Points: 10

Attack: Bite - 2DC, Claws - 1 DC

Dragonfly

Not related to dragons at all, a dragonfly is simply a large insect that looks similar to a serpentine dragon. Unlike its smaller cousins, this is a giant Dragonfly, usually measuring two meters from head to tail. The Dragonfly attacks only to defend its layer, which is usually in caves or deep within a forest. They bite doing 2DC damage with their razor-sharp mandibles.

Chars: INT 0, WILL 2, PRE 3, TECH 3, REF 7, DEX 4, CON 4, STR 2, BODY 3, MOVE 8 [flying]

AV: 8 + 3D6 **DV:** 6 + 3D6

Weight: 20 kgs

Armor: 5 KD

Hit Points: 15

Attack: Bite - 2 DC

Giant Centipede

Measuring nearly three meters from end to end, the Giant Centipede is a fearsome carnivorous insect. Like smaller centipedes, the Giant Centipede is primarily a scavenger, but will attack prey if it seems suitable and an easy target. They do not attack people for food, but will aggressively defend their layers. Giant Centipedes live in deep caves, tunnels, and ancient underground ruins. The Giant Centipede attacks with its scissor-like mandibles, doing 3DC damage.

Chars: INT 1, WILL 3, PRE 3, TECH 3, REF 6, DEX 5, CON 5, STR 4, BODY 5, MOVE 7

AV: 9 + 3D6 **DV:** 8 + 3D6

Weight: 45 kgs

Armor: 5 KD

Hit Points: 25

Attack: Bite - 3 DC

Giant Lizard

Many mistaken the Giant Lizard for a drake or small dragon, but such lizards have little relation to those large, magical creatures. Giant Lizards are three meters long, and look similar to a type of large crocodile or iguana. They are carnivorous, though prefer to scavenge for carrion. They occasionally attack humans for food, but most often avoid humans or superior foes. Giant Lizards attack with a bite using its sharp-toothed jaws, doing 4DC damage.

Chars: INT 1, WILL 4, PRE 4, TECH 3, REF 6, DEX 5, CON 6, STR 5, BODY 10, MOVE 6

AV: 10 + 3D6 **DV:** 8 + 3D6

Weight: 150 kgs

Armor: none

Hit Points: 50

Attack: Bite - 4 DC

Giant Mantis

Always terrifying to encounter, the Giant Mantis can tower above any warrior on its spidery legs, grasping with its huge crushing claws. The

Giant Mantis can run quickly on its legs, but can also fly, and often attacks from the air. The Giant Mantis attacks with its claws, grabbing its prey and ripping it apart, doing 4DC damage. It can also bite with its mouth, doing 2DC.

Chars: INT 1, WILL 5, PRE 5, TECH 3, REF 7, DEX 6, CON 6, STR 8, BODY 7, MOVE 6 [10 flying]

AV: 12 + 3D6 **DV:** 9 + 3D6

Weight: 40 kgs

Armor: 10 KD

Hit Points: 35

Attack: Claws - 4 DC, Bite - 2 DC

Giant Poison Toad

The Giant Poison Toad is a vile creature, despised even by goblins and ogres. Lurking primarily in the Silent Swamp, the Poison Toad hunts for large insects, mammals, and small reptiles. It kills with its poison spit, then waits for it to die before snagging it with its long tongue to eat. Poison Toads do not attack people to eat, but will spit to defend themselves, and often do so even if they are not threatened. Their spit is toxic only if it contacts bare flesh, and it will quickly seep into the skin. Thereafter, the subject will take 1DC damage per minute and become extremely ill (effectively incapacitated with a -4 to all task rolls). Vomiting and severe pain will follow. If untreated, the victim will die when his hit points are reduced to 0. Antidotes do exist, derived from certain plants in the Silent Swamp, and adventurers should have a few doses with them just in case (1 Raiden a doses). Poison Toad poison is also sold on the black market for 3 to 4 Raidens for a fatal dose (usable as food poison or on weapons).

Chars: INT 1, WILL 3, PRE 3, TECH 3, REF 4, DEX 5, CON 6, STR 7, BODY 8, MOVE 5 [x2 jump]

AV: 6 + 3D6 **DV:** 5 + 3D6

Weight: 130 kgs

Armor: none

Hit Points: 40

Attack: Poison Spit (special)

Giant Rhinobeele

Only found near the Silent Swamp and in the deep forests of the Wildlands, the Giant Rhinobeele can be a fearsome beast to encounter. The insect is large, heavy, and bulky, so much so it is incapable of flight in its adult stage. The gruesome horn that gives it its name measures over two meters in length. It can lower its horn to strike when threatened, and can do 5DC damage with it.

Chars: INT 0, WILL 3, PRE 3, TECH 3, REF 5, DEX 4, CON 6, STR 6, BODY 12, MOVE 4

AV: 8 + 3D6 **DV:** 8 + 3D6

Weight: 250 kgs

Armor: 10 KD

Hit Points: 60

Attack: Horn - 5 DC

Giant Rolly-Polly

These docile creatures are quite similar to the tiny roly-pollicies of more common variety. Giant Rolly-Pollies make their lairs in damp wet caves or in underground tunnels, often even in ancient catacombs. They have practically no intelligence, and often react to intruders simply by running away. However, if they are attacked cornered, or otherwise threatened, they will curl up into a defensive ball (giving them an additional +5 KD). On a 1D6 roll of 3 or less, they will attack back by rolling themselves toward the attacker like a tumbling bolder. These attacks are often unsuccessful, but if they hit can be devastating.

Chars: INT 0, WILL 3, PRE 3, TECH 3, REF 5, DEX 4, CON 6, STR 6, BODY 12, MOVE 4

AV: 5 + 3D6 **DV:** 8 + 3D6

Weight: 200 kgs

Armor: 5 KD (+5 more if rolled up)

Hit Points: 60

Attack: Rolling trample - 8 DC

Giant Scorpion

Few creatures are more feared in the deserts of Flaim than the Giant Scorpion. The Giant Scorpion is about two to three meters long, with a chitinous arched tail, armed with a deadly, poison filled stinger. It also has two crushing pincer claws, capable of inflicting terrible wounds and grasping its prey. Giant Scorpions are unusually aggressive, and will attack people for no apparent reason. Their stinger will do 3DC damage, and if any damage is inflicted through armor, deadly poison will be injected. The poison does 1DC additional damage every minute, and causes extremely ill (effectively incapacitated with a -5 to all task rolls). Vomiting and severe pain will follow. If untreated, the victim will die when his hit points are reduced to 0. Antidotes do exist, derived from certain plants in the Silent Swamp. The claws inflict 4DC.

Chars: INT 0, WILL 4, PRE 4, TECH 3, REF 5, DEX 5, CON 6, STR 7, BODY 10, MOVE 5

AV: 10 + 3D6 **DV:** 8 + 3D6

Weight: 100 kgs

Armor: 10 KD

Hit Points: 50

Attack: Stinger - 3DC + Poison, Claws - 4DC

Giant Slug

The Giant Slug lurks in damp, wet places, most commonly within the Silent Swamp, but also in ancient ruins, dungeons, catacombs, and underground tunnels. Unlike smaller slugs, the Giant Slug has a large mouth, giving it the ability to take large bites of meat and devour small creatures. Giant Slugs are not normally aggressive, but will attack if they or their lair is threatened. Giant Slugs attack by biting, doing 3DC damage.

Chars: INT 0, WILL 3, PRE 3, TECH 3, REF 4, DEX 5, CON 7, STR 7, BODY 8, MOVE 3

AV: 8 + 3D6 **DV:** 6 + 3D6

Weight: 70 kgs

Armor: none

Hit Points: 40

Attack: bite - 3DC

Giant Spider

No insect monster is more terrifying than the Giant Spider. These horrid arachnids create intricate webs in dark caverns, dungeons, and abandoned places, to capture the animals they prey upon. Any soul unfortunate enough to tread upon the layer of a Giant Spider may become tangled in its web (escape difficulty 20), and attacked by the creature. The fanged bite of a Giant Spider inflicts 3DC damage, and injects poison that can paralyze a victim in minutes.

Chars: INT 0, WILL 3, PRE 5, TECH 7, REF 5, DEX 8, CON 4, STR 2, BODY 3, MOVE 5

AV: 8 + 3D6 **DV:** 6 + 3D6

Weight: 30 kgs

Armor: 5 KD

Hit Points: 15

Attack: Bite - 3DC (plus poison)

Giant Stagbeetle

Giant Stagbeetles are uncommon flying insects. They look much like their smaller cousins, but are nearly as large as a war-horse. These creatures live mostly in the Silent Swamp and Marmo, but they have been spotted in other regions as well. They are rarely encountered, and often flee from danger. Being carrion eaters, they are not hunters, and thus, fair poorly in battle. Even so, an enraged Stagbeetle can cause serious damage to its aggressors with its deadly stag-like horns.

Chars: INT 0, WILL 3, PRE 4, TECH 4, REF 5, DEX 5, CON 6, STR 3, BODY 4, MOVE 8 [flying]

AV: 7 + 3D6 **DV:** 8 + 3D6

Weight: 25 kgs

Armor: 8 KD

Hit Points: 20

Attack: Horns - 3DC

Giant Worms

One of the nastiest creatures known is the Giant Acid Worms of Marmo. These giant slug-like worms burrow through the earth using their grinding teeth and acidic juices, forming deep tunnels underground. Many of their tunnels intersect natural cave systems, and even beneath Castle Conquera. The Giant Worms are only known to exist in Marmo, but it is possible that they may reside elsewhere.

The worms are extremely large, and can grow upwards of a hundred meters in length. Newly hatched, they are only as big as a man. The Giant

Worms are rarely seen, as their tunnels are very deep underground. The only recorded attack occurred during the final siege against the Temple of Kardis, when the group of adventures accidentally stumbled across one. There may have been other attacks in the past, but if so, none survived to tell about them.

The Giant Acid Worms have many dozens of slimy tendrils they use to grab victims and shove into their gapping, wormy mouth. It is nearly impossible to break the grip of a tendril once it has taken hold, and cutting a tendril can be extremely fatal. The blood of a Giant Acid Worm is, as its name implies, pure acid. When attacking such a worm, you must take careful measure not to be hit by its blood as you strike. Anyone hit by the corrosive acid takes 4 DC damage. It will continue to burn, doing 1 less DC every round, for the next three rounds (3 DC, 2 DC, 1 DC). Usually this is fatal. In any event, it is bad news. Fire spells are very effective against a Giant Acid Worm, as the fire blast generally seals the wound it makes before the creature can spurt its blood everywhere. Acid worms are also very fearful of fire, and may simply flee if attacked by several fire spells, whether they harm it or not.

Below is an average Giant Worm template. Actual worms may vary.

Chars: INT 1, WILL 3, PRE 3, TECH 1, REF 5, DEX 5, CON 10, STR 15, BODY 50, MOVE 4

AV: 10 + 3D6 **DV:** 6 + 3D6

Weight: 400 kgs

Armor: 20 KD

Hit Points: 5 Kills (250 hits)

Attack: Tendril - 3 DC, Acid - 4 DC

Steel Bee

The Steel Bees of the Wildlands south of Fire Dragon mountains are among the most aggressive of the giant insect. Steel bees are not made of steel, but their armored, chitinous bodies are extremely ridged and contain iron particles, giving it metallic shine. Like bumblebees, steel bees live in hives, but feed off tree sap instead of nectar. These creatures are not terribly big, only being as large as a rat, but they tend to swarm when their nest area is invaded. A swarm of such insects can bring down nearly anything. Each steel bee has a stinger like a dagger, which inflicts 1DC damage and can inject mild poison that will inflict 1DC stun damage each hour, for about a day, causing itching and irritation.

Chars: INT 0, WILL 1, PRE 3, TECH 3, REF 4, DEX 4, CON 4, STR 1, BODY 1, MOVE 6 [flying]

AV: 8 + 3D6 **DV:** 6 + 3D6

Weight: 2 kgs

Armor: 1 KD

Hit Points: 5

Attack: Sting - 1DC (plus poison)

Two Headed Snake

Two headed snakes are often encountered in wilderness forests and swamps. Most are just a bit bigger than their single headed counterparts (like vipers), but are often more aggressive. A two headed snake can attack twice in one action, once with each head, though often one head simply hisses and keeps at distance while they other attacks. If one head is severed, the snake will flee. Each bite inflicts 1DC damage, but any bite that breaks the flesh will inject poison into the victim. Such poison does an additional 1DC stun damage (per bite) each minute and after about ten minutes, causes the victim to fall very ill (-4 to all tasks), though no further damage is inflicted. He will remain sick for the rest of the day unless healed.

Chars: INT 1, WILL 4, PRE 4, TECH 3, REF 5, DEX 5, CON 4, STR 2, BODY 2, MOVE 4

AV: 8 + 3D6 **DV:** 6 + 3D6

Weight: 8 kgs

Armor: none

Hit Points: 10

Attack: Bite - 1DC (plus poison), *can attack twice*

Vampire Bat

Vampire bats of often found in dark caves, dungeons, haunted places, and all over Marmo. They have little relation to actual Vampires, though many live in the lofts of castles occupied by Vampires. Vampire bats are larger than normal bats, with about a half meter wingspan, and drink blood as their name implies. Vampire bats often attack livestock, as farms supply a plentiful supply of food. When they attack people they do so in defense, and attack to rupture the neck vein to cause severe bleeding and death.

Chars: INT 0, WILL 3, PRE 4, TECH 3, REF 4, DEX 4, CON 3, STR 1, BODY 1, MOVE 6 [flying]

AV: 10 + 3D6 **DV:** 10 + 3D6

Weight: 4 kgs

Armor: none

Hit Points: 5

Attack: Bite - 1DC

Viper

A viper is a large poisonous snake. They are often black in color, but some also have distinctive markings and stripes. Vipers lurk in deep forests and swampy regions, and a hapless traveler can often stumble upon a viper lair and not know it until he is bit. A bite from a viper inflicts only 1DC damage, but any bite that breaks the flesh will inject poison into the victim. Such poison does an additional 2DC stun damage (per bite) each minute, and after about ten minutes causes the victim to fall very ill (-4 to all tasks), though no further damage is inflicted. He will remain sick for several (1D6) days unless healed.

Chars: INT 1, WILL 4, PRE 4, TECH 3, REF 6, DEX 5,

CON 5, STR 3, BODY 3, MOVE 4
AV: 12 + 3D6 **DV:** 10 + 3D6
Weight: 10 kgs
Armor: none
Hit Points: 15
Attack: Bite - 1DC (plus poison)

Magical Creatures

Faeries

Faeries live in all plants and trees of the forest. They act as protectors and guardians of the woods and are the magical embodiment of the life-force of nature itself. In appearance, a faerie can be mistaken for small green insects. On closer inspection, a faerie is a forest-green, minute feminine creature with busy dragonfly wings that sparkle and shimmer with magical faerie dust. Literally thousands of faeries can inhabit a single tree, but they do not reveal themselves to man (High Elves and other sylvan beings can communicate with them). It is unwise to purposefully harm a faerie. Though they are rather defenseless, doing such can bring down the full wrath of nature and all the creatures of the forest upon the attacker.

Chars: INT 5, WILL 6, PRE 10, TECH 4, REF 8, DEX 8,
CON 3, STR 1, BODY 1, MOVE 6, ELMT 6
AV: 8 + 3D6 **DV:** 20 + 3D6
Weight: 1 kgs
Armor: none
Hit Points: 5
Attack: Elemental Summoning Spells

Salamander

Salamanders are fire elementals. They look much like lizards, but have glistening red skin of slick oil, which is constantly aflame. Salamanders often inhabit places consumed by fire, they may in fact be magically created in the flames. In forest fires, dozens of salamanders maybe seen darting about. A shaman or sorcerer can magically summon a fire elemental (salamander) to do his bidding, but his is dangerous, as the salamander always appears ablaze, and can catch everything around him on fire. The salamander's primary attack is fire breath, which does 3DC damage, but they may also know 1D6 other Fire related spells. Salamanders take double damage from Water attacks.

Chars: INT 3, WILL 6, PRE 5, TECH 3, REF 6, DEX 4,
CON 5, STR 3, BODY 4, MOVE 4, ELMT 5
AV: 10 + 3D6 **DV:** 10 + 3D6
Weight: 30 kgs
Armor: none
Hit Points: 20
Attack: Fire breath - 3DC, + 1D6 Fire spells

Gnome

A Gnome is an earth elemental. They look like large ugly rocks, but seem to bear human characteristics. A large though rudimentary face can also be seen in the stone, and they often lumber about on blocky legs. Gnomes are rare, and only live in deep caves. They can be summoned as earth elementals, and are useful for their great strength, power, and fortitude. A gnome's primary attack is brute force, punching with a crushing 2DC damage, but some may know up to 1D6 Earth related spells. Gnomes take double damage from Air attacks.

Chars: INT 3, WILL 4, PRE 4, TECH 6, REF 3, DEX 5,
CON 7, STR 8, BODY 8, MOVE 3, ELMT 4
AV: 12 + 3D6 **DV:** 8 + 3D6
Weight: 60 kgs
Armor: 5 KD
Hit Points: 40
Attack: Punch - 2DC, +1D6 Earth spells

Undine

An Undine is a water elemental. In water, an undine is almost completely invisible (looking just a bit darker than the surrounding water). Out of water, an undine appears as a watery female form, swirling with droplets and streamers of water. They are not comfortable out of water, but can exist for quite some time in open air. They can be summoned as water elementals, and are quite versatile in their abilities. Their primary attack is a water blast, which does 2DC damage, but they may know up to 1D6 Water related spells. Undines take double damage from Earth attacks.

Chars: INT 4, WILL 5, PRE 5, TECH 4, REF 6, DEX 6,
CON 5, STR 3, BODY 3, MOVE 6, ELMT 5
AV: 8 + 3D6 **DV:** 12 + 3D6
Weight: 20 kgs
Armor: none
Hit Points: 15
Attack: Water blast - 2DC, + 1D6 Water spells

Sylph

A Sylph is an air elemental. They are effectively invisible to the naked eye, but their presence can be noticed by most shamans, wizards, and other who might cast a detect magic spell. Sylphs come in a whirling whirlwind of air, and can be easily mistake as just a gust of wind. They can be summoned as air elementals, and are often used in the casting of other spells, like Walk on Air. Sylphs rarely enter combat, but their primary attack is a wind blast, that does 1DC damage and usually knows over the opponent. They may also know up to 1D6 Air related spells. Sylphs take double damage from Fire attacks.

Chars: INT 5, WILL 5, PRE 6, TECH 4, REF 6, DEX 7,
CON 4, STR 3, BODY 6, MOVE 8 [flying], ELMT 6
AV: 10 + 3D6 **DV:** 10 + 3D6

Weight: none
Armor: none
Hit Points: 30
Attack: Wind blast - 1DC, + 1D6 Air spells

Sphinx

Sphinxes are found in the desert regions Flaim. They are beasts with the body of a lion, but the head and face of man. The lion's mane usually comes over the head and down the face as a golden beard, which is often well groomed. Sphinxes are quite intelligent, but they do not appear to have any sort of structured society or language. Some are said to have learned to speak in human tongues, but only in a very rudimentary way. Most sphinxes have some magical powers and know a few nature or elemental spells, which they use for survival. If attacked, a sphinx will fight back or defend his lair, using his claws or casting magic.

Chars: INT 6, WILL 6, PRE 7, TECH 3, REF 6, DEX 5, CON 7, STR 8, BODY 10, MOVE 5, ELMT 3
AV: 10 + 3D6 **DV:** 12 + 3D6
Weight: 250 kgs
Armor: none
Hit Points: 50
Attack: Claw attack - 5 DC, and 1D6 Spells

Pegasus

A pegasus is a winged horse. They are usually white and have great, eagle-like wings. Pegasi are wild horses that despise captivity and domestication. Thus, they rarely allow humans to ride them. They can be tamed and ridden, but it requires an expert animal handler (Difficulty is 24 + the Pegasus's WILL), and about a hour of work. But the Pegasus must first be caught! Magic can also be used to tame them, such as with Charm or mind control spells. A Pegasus can fly with a MOVE of 30 unencumbered, with a rider this is generally reduced by a number equal to the rider's BODY.

Chars: INT 2, WILL 6, PRE 6, TECH 3, REF 6, DEX 6, CON 5, STR 5, BODY 6, MOVE 5 [30 flying]
AV: 10 + 3D6 **DV:** 10 + 3D6
Weight: 200 kgs
Armor: none
Hit Points: 30
Attack: Kick - 4DC

Griffins

Griffins are magical beasts, half-lion/half-eagle. The front half of a griffin is that of a great eagle, with golden feathers, wide powerful wings, and the head and beak of a bird. The back half is that of a lion. A griffin stands on four lion legs, and can fly with its mighty eagle wings.

Griffins are rare in Lodoss. It is believed these noble creatures may live on Alecrast and Crystania, but this is unknown. The few griffins that

do live in Lodoss reside on tall mountains and are rarely seen. They are by no means aggressive, but they will protect their nest and their young. Though griffins bear their young as a lion does, they also lay eggs as a bird lays eggs. One out of five griffin eggs laid are solid gold, weighing upwards of five kilograms. If this wasn't enough incentive for unscrupulous thieves, it is said that a griffin's claw holds certain magical healing properties. If made into a drinking vessel, the griffin's claw-cup can magically heal 2D6 damage to anyone who drinks from it!

Griffins are not considered evil monsters, and in actuality, griffins want nothing better than to simply be left alone. Griffins are clearly intelligent. It is said that if you save a griffin's life (or the life of its young) it will give you one of its healing claws as a gift.

Below is an average Griffin template. Actual griffins may vary.

Chars: INT 5, WILL 5, PRE 6, TECH 3, REF 7, DEX 5, CON 8, STR 8, BODY 10, MOVE 6 [flying], ELMT 5
AV: 14 + 3D6 **DV:** 12 + 3D6
Weight: 400 kgs
Armor: 10 KD
Hit Points: 50
Attack: Claw attack - 6 DC, Bite - 4 DC, 2d6 Spells

Energy Balls

Also called Willow-of-the-Wisps or just Wisps. No one knows what these moving, seemingly living lights are. Some suppose they are a type of faerie or forest sprite, as they do have a significant magical aura. These energy balls do little more than simply fly about like lightning bugs. They flee when attacked, or so much as approached, and no one has been able to make contact with these mysterious creatures.

Chars: INT 3, WILL 4, PRE 4, TECH 4, REF 6, DEX 4, CON 4, STR 3, BODY 3, MOVE 6 [flying], ELMT 3
AV: 8 + 3D6 **DV:** 12 + 3D6
Weight: none
Armor: none
Hit Points: 15
Attack: 1d6 Spells

Puppet Oaks

Puppet oaks are a type of golem or automaton created by a wizard or sorcerer. Often, these creations sever only their master, but should the wizard be killed or his control over them lost, the Oaks (like any life-endowed creation) will leave under their own will. Encounters with Puppet Oaks is very rare, as they are not as often used as the Iron Golem automaton. Puppet Oaks look like wooden marionettes, but without strings, yet they walk and move as if still controlled by a puppeteer's strings. Their size ranges from that of a child to a full adult. They have no real magical powers, and attack with their paddle-like hands doing 4DC stun damage.

Though not at all powerful adversaries, they are frightful to behold, if for nothing else than the strange mannerism of their motions. Being made of wood, Puppet Oaks take double damage from fire attacks.

Chars: INT 1, WILL 2, PRE 4, TECH 2, REF 4, DEX 4, CON 8, STR 8, BODY 8, MOVE 4

AV: 10 + 3D6 **DV:** 10 + 3D6

Weight: 60 kgs

Armor: 5 KD

Hit Points: 40

Attack: Punch - 4DC Stun

Iron Golem

Iron Golems are a more common automaton than Puppet Oaks. They resemble large men of solid iron. Their bodies are rudimentarily jointed only in the most necessary parts, so they are very stiff and move with slow cumbersome motions. Iron Golems are incredibly strong and extremely tough. They can attack with a brutal punch that does 4DC killing damage, as their fists are practically an iron mace. Being made of iron, Iron Golems take double damage from water attacks.

Chars: INT 1, WILL 2, PRE 5, TECH 2, REF 5, DEX 4, CON 10, STR 12, BODY 12, MOVE 3

AV: 12 + 3D6 **DV:** 12 + 3D6

Weight: 300 kgs

Armor: 10 KD

Hit Points: 60

Attack: Brutal Punch - 4DC

Monsters

Djinn

The djinn are a race of powerful demon-like creatures who inhabit the Storm and Fire Deserts. They exist on a plane parallel to Forceria, but they must project themselves into the world to use any of their power. But to enter the world, a doorway must be opened on both sides. Naturally, the djinn always have their door open, and await only for a hapless mortal to trigger a djinn cursed artifact. The most common form of such an artifact are magic lanterns, boxes, or mirrors. When a certain condition is met, such as rubbing the lamp or speaking a magic word, the door will be opened to the world of the djinn, usually into a specific djinni's domain. The djinni will then come through.

Once they have entered the world, a djinni's power is almost that of a god -- they have the unlimited power to completely alter reality, and thus invoke any Wish. However, they can only grant other people's wishes, and none of their own. If they grant up to three wishes to the one who released

them, they become completely free of this limit. If this happens, they can become extremely powerful, malicious foes, so it is vitally important that this is never allowed to happen. When a djinni asks someone to make a wish, he **must** grant whatever wish the wishmaker asks for. Depending on their alignment, a djinni may grant the wishes as the wishmaker desires (that is, if he asks for a thousand gold, the djinni will materialize a thousand gold pieces). Others may make the wishes as they are spoken literally, or according to their own interpretation (if asked for a thousand gold, the djinni may dump a thousand tons of gold on the wishmaker's head). Rarely will they try to kill or harm their releaser, at least until all three wishes are granted to them.

There have only been a few cases of a djinni actually being released. Most times the wishmaker has been able to send the djinni back, but on one occasion a djinni did manage to free itself and began a reign of destruction. Strangely, something came and managed to destroy the djinni. It may have been an Efreeti or a Greater Demon, for little else could bring down a Free Djinni.

Chars: INT 8, WILL 10, PRE 10, TECH 6, REF 7, DEX 7, CON 10, STR 12, BODY 12, MOVE 4, DARK 10

AV: 15 + 3D6 **DV:** 15 + 3D6

Weight: 140 kgs

Armor: 15 KD

Hit Points: 60

Attack: Punch - 12DC Stun, *And a lot of Magic*

Efreet

Far more dangerous than a djinni is an efreeti. The efreeti are the djinn lords who rule the World of the Djinn. Efreeti are just like djinni, but less restricted. They only need to grant one wish to their releaser in order to be freed (and it is usually fatal to the wishmaker). Furthermore, it does not have to grant any wish it doesn't want to, except for the one wish of its releaser. It must grant whatever single wish its releaser asks for, but chances are it will think of a loophole to use in the mortal's destruction no matter how creative or throughout the wish may be. Furthermore, any wish made directly against the efreeti himself has no effect, but it is considered granted anyway.

Chars: INT 10, WILL 12, PRE 10, TECH 6, REF 7, DEX 7, CON 12, STR 15, BODY 15, MOVE 4, DARK 12

AV: 16 + 3D6 **DV:** 16 + 3D6

Weight: 180 kgs

Armor: 20 KD

Hit Points: 75

Attack: Punch - 15DC Stun, *And a lot of Magic*

Troll

Trolls are vile creatures, of a similar species to goblins and ogres. Trolls are even less intelligent than the dim witted ogres. Their predatorily instincts, however, make them a formidable adversary. Trolls usually travel in packs, and are nocturnal by nature. Goblins are known to use trolls in their armies, but do despise the wretched creatures as an inferior subspecies. When there are trolls in a goblin army, they are treated as little more than cannon-fodder.

Chars: INT 2, WILL 3, PRE 2, TECH 2, REF 5, DEX 5, CON 6, STR 7, BODY 7, MOVE 4

AV: 8 + 3D6 **DV:** 8 + 3D6

Weight: 100 kgs

Armor: none

Hit Points: 35

Attack: Club - 4DC, Claws attack - 3DC

Cyclops

A Cyclops is a rare type of giant, not native to the Lodoss Island. They are probably from Alecrast, or some other unexplored land. Cyclopes seem to like small islands, and are very solitary, living alone in a large dark cave. A few Cyclopes live on Blue Dragon Island, the Island of Marmo, and the scattered islands further north of Lodoss.

Chars: INT 3, WILL 3, PRE 3, TECH 4, REF 5, DEX 5, CON 8, STR 12, BODY 13, MOVE 3

AV: 10 + 3D6 **DV:** 8 + 3D6

Weight: 400 kgs

Armor: none, unless worn

Hit Points: 65

Attack: Giant's Club - 8DC, Punch - 12DC Stun

Gargoyles

Gargoyles are monstrous creatures spawned of magical energy and are an abomination of nature. They may have been first created in Kastuul as a weapon of war, but could have existed far earlier.

Gargoyles are large, green, winged monsters who attack without warning or provocation. Their greatest ability lies in concealment. Gargoyles have the magical ability to turn themselves into stone, and make themselves seem as mere statues. When a tasty-looking traveler ventures by, the gargoyle awakens, sheds his stony disguised, and attacks the hapless victim.

Gargoyles usually reside in unsuspecting places, where it would not be unusually to see old statues. Ancient ruins or abandoned fortresses are a common hiding place for gargoyles. Many gargoyles also live on Marmo. On Marmo it is common sense to avoid old ruins and to never get close to a monstrous looking statue, so these Marmo gargoyles do not lie waiting for their pray and have simply take up hunting.

Below is an average gargoyle template. Actual gargoyles may vary.

Chars: INT 3, WILL 5, PRE 4, TECH 3, REF 7, DEX 6, CON 6, STR 7, BODY 7, MOVE 5 [12 in flight]

AV: 8 + 3D6 **DV:** 8 + 3D6

Weight: 100 kgs

Armor: 5 KD

Hit Points: 35

Attack: Claw attack - 4DC, Bit attack - 3DC

Gillman

Gillmen are a strange race of aquatic humanoids who live in cities under the ocean. These 'cities' are little more than undersea caves, coral reefs, ship wrecks. Indeed, they are very fond of ship wrecks, to the point that they actually attack ships to sink them. Gillmen look like human-fish hybrids, and can breath in water as well as in the open air. They cannot, however, let their scaly skin dry out, or they will begin to suffer from being out of water. After being out of water for an hour, a gillman will take 1D6 Stun damage every ten minutes. They will eventually die if not returned to the sea. Gillmen are known to prowl the western coast of Lodoss, as well as the dangerous strait between Raiden and Blue Dragon Island.

Chars: INT 3, WILL 4, PRE 3, TECH 4, REF 5, DEX 6, CON 5, STR 5, BODY 5, MOVE 4

AV: 10 + 3D6 **DV:** 12 + 3D6

Weight: 80 kgs

Armor: none, unless worn

Hit Points: 25

Attack: Trident Spear - 5DC, Punch - 5DC Stun

Wurm

A wurm is a medium-size, fire-breathing reptile which fits somewhere between a dragon and a giant lizard. Many people are content to call them dragons, but they are not intelligent, and are far less powerful than a true dragon. Wyrms are most often encountered in caves, ancient ruins, or catacombs. They are scavengers by nature, but will not pass up a good opportunity to have fresh meat. Wyrms are also highly territorial, and will not hesitate to defend their domain.

Chars: INT 2, WILL 3, PRE 3, TECH 2, REF 6, DEX 6, CON 6, STR 8, BODY 12, MOVE 5

AV: 10 + 3D6 **DV:** 10 + 3D6

Weight: 240 kgs

Armor: none

Hit Points: 60

Attack: Fire breath - 3DC, Bite - 4DC

Basilisk

A basilisk is a fierce six-legged monster, often encountered in swamps or dark forests. They are reptilian, but their scales are more feathered and hair-like than most scaly creatures. A basilisk's most devastating attack is its ability to breathe deadly

green poisonous gas. They are also fast runners, and have a bite as powerful as that of a crocodile.

Chars: INT 1, WILL 3, PRE 3, TECH 2, REF 6, DEX 6, CON 5, STR 7, BODY 8, MOVE 7

AV: 10 + 3D6 **DV:** 8 + 3D6

Weight: 180 kgs

Armor: 5KD

Hit Points: 40

Attack: Poison breath - 4DC (poison), Bite - 4D6

Hell Hound

Hell hounds are demonic creatures from the bowls of the netherworld. They rarely come to the world of the living, but may be summoned by sorcerers, or sent by their demon masters on some dark tasks. Hell hounds are not creatures to be taken lightly. They are often capable of magic, and powerful magic at that. Many demons have hell hounds as pets, and extremely powerful sorcerers may have them as familiars!

Chars: INT 4, WILL 6, PRE 4, TECH 4, REF 7, DEX 6, CON 7, STR 8, BODY 7, MOVE 8

AV: 15 + 3D6 **DV:** 15 + 3D6

Weight: 100 kgs

Armor: none

Hit Points: 35

Attack: Bite - 5DC, Claws - 3DC Armor Piercing
Knows 1D6 spells.

Manticore

The manticore is considered to be one of the most dangerous predator. It has the body of a lion, wings of a dragon, and the head of a man. The mouth is filled with three rows of razor-sharp teeth and its tail is like that of a scorpion. The monster stalks through forests in search of humans, which it prefers over all other creatures. Upon an encounter with a human, it will attack with its deadly tail. A manticore can also attack with claws and teeth.

Chars: INT 2, WILL 5, PRE 4, TECH 3, REF 6, DEX 8, CON 6, STR 8, BODY 8, MOVE 5 (15 flying)

AV: 12 + 3D6 **DV:** 14 + 3D6

Weight: 150 kgs

Armor: none

Hit Points: 40

Attack: Stinger 4DC (poisonous), Bite - 4DC, Claws - 5DC

Demons

Many thousand years ago, when the War of the Gods raged across the heavens and the earth, the bowels of hell itself were torn asunder. That infernal realm, once ruled by Barbas and dominated by the Gods of Darkness, now lies in ruin in chaos. Yet, the greater servitors of darkness live on, fighting and warring amongst themselves for the hellish lands of their netherworld realms.

Few demons venture beyond the veil that separates the world of the living from the world of the dead. But they can be summoned by dark mages, priests of darkness, and demonalators. They often react poorly to such arrogant interlopers, but those summoned in the name of Barbas, Kardis, or Falaris are open to hearing the pathetic request of the mortal sorcerer. Many demons find pleasure in manipulating the sorcerer, making him believe he is in control, while it is the demon himself who is pulling all the strings.

Demons are powerful and terrible creatures to be reckoned with. If one is every invoked into combat, it will wreck havoc with both sides, unless one side is fast enough and smart enough to strike a deal. But remember, any deal struck with a demon is *never* in your favor. Consider your soul damned for eternity. And if a demon is every actually losing a fight, it can always summon a half dozen allies from the depths of hell itself.

Demons are horrifying creatures to behold. They are large, strong, and often red or black in color. They have mighty bat-wings and twisted goat-horns on their ferocious, bestial heads. Demons are masters of magic, and can cast spells faster than any mortal mage could ever hope to achieve.

Below is an average demon template. Actual demons may vary.

Lower Demon

Chars: INT 6, WILL 8, PRE 4, TECH 4, REF 6, DEX 7, CON 8, STR 8, BODY 8, MOVE 5 (14 in flight), DARK 6+

AV: 12 + 3D6 **DV:** 14 + 3D6

Weight: 80 kgs

Armor: none, unless worn

Hit Points: 40

Attack: Usually with magical combat spells

Greater Demon

Chars: INT 8, WILL 8, PRE 5, TECH 4, REF 6, DEX 7, CON 8, STR 10, BODY 12, MOVE 6 (20 in flight), DARK 8+

AV: 14 + 3D6 **DV:** 16 + 3D6

Weight: 110 kgs

Armor: none, unless worn

Hit Points: 60

Attack: Usually with magical combat spells

Demon Lord

Chars: INT 12, WILL 10, PRE 8, TECH 6, REF 8, DEX 10, CON 10, STR 12, BODY 15, MOVE 6 (30 in flight), DARK 10+

AV: 16 + 3D6 **DV:** 18 + 3D6

Weight: 180 kgs

Armor: none, unless worn

Hit Points: 75

Attack: Usually with magical combat spells

Undead

The Undead are creatures which have no life-force, but rather a potent death-energy that constitutes their existence. Undead may exist as physical bodies (ghouls, zombies, vampires, etc.), or as ghostly apparitions (wights, wraiths, ghosts, etc.). Undead are simply "creatures who have returned from the grave". This may happen accidentally, that is to say, by the magical forces of Creation and Destruction (residual energies of the battle between Marfa and Kardis), those who died in disturbing or dreadful (or are exceedingly evil) may come back from the dead. Also, many evil sorcerers and necromancers can cast spells that raise the dead or summon spirits from the netherworld.

Sleep, Charm, and similar spells will not work on undead, but mind control spells will. Turn Undead is an especially useful spell for casting against any undead creature. In any event, the more powerful an undead's WILL, the more difficult it will be to use such magic against it.

Skeleton

Skeletons are reanimated bones (or very decayed bodies) brought up by necromancer's and evil wizards. They can be found in tombs, dungeons, ancient ruins, dark temples, and in some places on Marmo. Skeletons have no soul or memory of their past life, and are in fact magically assembled from a myriad of different bodies by the spell which "summons" or creates them (a typical low level Summon Undead spell).

Chars: INT 1, WILL 1, PRE 1, TECH 3, REF 4, DEX 5,
CON 5, STR 4, BODY 3, MOVE 4

AV: 8 + 3D6 **DV:** 8 + 3D6

Weight: 25 kgs

Armor: none

Hit Points: 15

Attack: Punch - 4DC Stun, Bite - 3DC

Dragon's Tooth Warrior

Dragon's Tooth Warriors (called such as dragon teeth are a requirement of the spell used to summon them), are basically skeleton's with armor and swords, somewhat skilled in fighting. They are invoked by dark wizards with a Level 2 Summon Undead spell, which has the added requirement of "Requires A Dragon Tooth". The spell "Summon Dragon's Tooth Warriors" is exactly like the spell *Summon Skeleton Warrior* in **Atomik Grimoire**. One invocation will create a Dragon's Tooth Warrior for every dragon tooth thrown onto the ground. They will only last for 5 minutes, unless destroyed earlier. Dragon teeth can be found on dragons (of course), and often in dragon's lairs (but be careful). They can be bought or sold for 3 Raidens a piece.

Chars: INT 1, WILL 1, PRE 1, TECH 3, REF 5, DEX 5,
CON 5, STR 5, BODY 4, MOVE 3

AV: 10 + 3D6 **DV:** 8 + 3D6

Weight: 35 kgs

Armor: 10KD (Breastplate, Helmet)

Hit Points: 20

Attack: Sword - 5DC

Ghoul

Ghouls are hideous undead creatures, living corpses that return from the grave. They usually appear partially decayed, and smell of rotting flesh. Soulless, they have little memory of their pervious lives and only an extremely profound condition may cause their memories to resurface. Even so, their minds are little more than vegetables. Ghouls must consume rotting flesh to sustain their existence, and usually prefer the flesh of their former race. Thus, ghouls often prowl graveyards, catacombs, and crypts.

Chars: INT 1, WILL 1, PRE 1, TECH 3, REF 4, DEX 4,
CON 8, STR 6, BODY 4, MOVE 3

AV: 8 + 3D6 **DV:** 6 + 3D6

Weight: 40 kgs

Armor: none

Hit Points: 20

Attack: Punch - 6DC Stun, Bite - 3DC

Wraith

A wraith is a spirit that has actually returned from the netherworld to seek revenge on his murderer, or the living in general. Such happens only rarely, for it is difficult for any spirit to escape the Land of the Dead. Nevertheless, when it does occur, a wraith can be a powerful adversary. Wraiths usually have one necromantic spell at their disposal, which they use to attack. Being an apparition, they are unaffected by physical attacks. Magical attacks have full effect.

Chars: INT 3, WILL 4, PRE 3, TECH 3, REF 5, DEX 4,
CON 3, STR 0, BODY 2, MOVE 6

AV: 8 + 3D6 **DV:** 8 + 3D6

Weight: none

Armor: none

Hit Points: 10 (Physical attacks have no effect)

Attack: Phantom Claws - 3DC,

Shriek - 3DC Stun (Armor does not protect)

Mummy

Mummies are magically embalmed bodies, wrapped in linen and placed inside a tomb. Mummification was a common practice in the Kingdom of Kastuul, and many mummy tombs still exist in the desolate Storm and Fire Desert. Though most mummies are simply anointed bodies wrapped in cloth, a few were actually enchanted by a special necromantic curse -- when their tomb is transgressed upon, them mummy awakens to destroy the infidels!

Being magical, mummies are strong, powerful, and may even have a few necromantic spells of their own. They are not really intelligent beings, however, and like ghouls carry no memories of their past lives. Mummies can be found in catacombs, tombs, and ancient crypts.

Chars: INT 2, WILL 4, PRE 2, TECH 3, REF 6, DEX 4, CON 8, STR 8, BODY 8, MOVE 3

AV: 10 + 3D6 **DV:** 7 + 3D6

Weight: 55 kgs

Armor: none

Hit Points: 40

Attack: Punch - 8DC Stun, Bear Hug - 4DC

Dark Hood

A Dark Hood is a sinister being from the netherworld. It is unknown if they are simply extremely powerful wraiths, or if they are in fact demonic monsters sent from the bowls of hell to terrorize the land of the living. In any event, a Dark Hood is one of the most powerful of the undead. They have several necromantic spells at their disposal, in addition to other spells. Being an apparition, they are unaffected by physical attacks. Magical attacks have full effect.

Chars: INT 5, WILL 6, PRE 5, TECH 4, REF 6, DEX 5, CON 3, STR 0, BODY 3, MOVE 6, DARK 4

AV: 10 + 3D6 **DV:** 12 + 3D6

Weight: none

Armor: none

Hit Points: 15 (Physical attacks have no effect)

Attack: Phantom Claws - 4DC,
1D6 Necromantic Spells

Spector

A spector is a spirit of a recently dead person that was unable to depart to the netherworld. Reasons for this may vary, but it often has to do with their being "unfinished business", or a certain condition which prevents them from passing on, such as a curse. Sectors are, for the most part, powerless and many are not evil or malicious. Their presence does cause terror, and they can slowly change into a wraith or phantom over the course of time. Sectors should be sent on to the netherworld, so it is important to clear up whatever condition is preventing them from moving on before it is too late. Being an apparition, they are unaffected by physical attacks. Magical attacks have full effect.

Chars: INT 2, WILL 3, PRE 3, TECH 3, REF 4, DEX 4, CON 3, STR 0, BODY 2, MOVE 6

AV: 8 + 3D6 **DV:** 8 + 3D6

Weight: none

Armor: none

Hit Points: 10 (Physical attacks have no effect)

Attack: Phantom Claws - 2DC

Phantom

A Phantom is an angry spirit of a recently dead. They can manifest shortly after the tragic or unjust death of an individual, but they may also evolve from Wraiths, Sectors, or Haunts. Phantoms appear vaguely human, and may look similar to the appearance of their previous life. Many are only composed of the upper torso, arms, and head, with the lower body and legs being a ghostly mist. Their entire body is misty blue and semi-transparent. Phantoms can attack with telekinesis, and may also have a few necromantic spells. Being an apparition, they are unaffected by physical attacks. Magical attacks have full effect.

Chars: INT 3, WILL 4, PRE 3, TECH 3, REF 5, DEX 6, CON 4, STR 0, BODY 3, MOVE 6, DARK 2

AV: 8 + 3D6 **DV:** 8 + 3D6

Weight: none

Armor: none

Hit Points: 15 (Physical attacks have no effect)

Attack: Phantom Claws - 3DC, Telekinesis spells

Haunt

A hunt is a residual echo of a tragically murdered soul. The actual spirit of this person has departed, but an echo, or spiritual impression, of the person remains bound to the location where he died. This can take a spector-like form, which, like a spector, can grow into a wraith or other malicious apparition if left unchecked. As they are not true apparitions at this point, merely a force of energy, they cannot take damage. However, Turn Undead can generally dispel a hunt completely.

Chars: INT 1, WILL 1, PRE 1, TECH 2, REF 4, DEX 4, CON 3, STR 0, BODY 1, MOVE 3

AV: 4 + 3D6 **DV:** 4 + 3D6

Weight: none

Armor: none

Hit Points: 5 (Physical attacks have no effect)

Attack: Phantom Claws - 2DC

MAGIC ITEMS AND TOMES

Magic Items

There are two types of magic items in Lodoss. Ancient Relics and standard Magic Items. Ancient Relics are legendary and powerful magic items from the kingdom of Kastuul (and possibly even the War of the Gods) -- items such as the Scepter of Domination. Standard Magic Items are more typical enchanted items, such as magic swords, magic armor, and the like. Standard magic items can be made by wizards and sorcerers, but take a great deal of time and effort to create.

All standard magic items were built using the system presented in **Atomik Magick**. All effects are defined by certain spells (i.e., a fire wand may use the Fireball spell), so you should use **Atomik Magick** as a reference. Ancient Relics were not built on any system, and are simply "one big special effect". If a GM wants to create an Ancient Relic for his campaign, he just needs to make it up. Standard magic items should be built as described in **Atomik Magick**.

Ancient Relics

These are the most powerful magic items in Lodoss, created by the master sorcerers of the Kingdom of Kastuul, or forged by the gods themselves in the course of their great and terrible war. These are magic items of earth-shattering power. They are guarded by the Ancient Dragons, or lost forever in the sands of time. Wars have been waged for the control of such items, and thousands have died trying to possess them. Should any mortal man gain access to such a relic, he would become like unto the gods themselves... Or so he might think.

Scepter of Domination

Without a doubt, the Scepter of Domination was the most powerful magic item created. It was forged by the gods at the beginning of time. Whatever god held the scepter was the ruler of the world and was king of the gods. When war broke out among the gods, the Scepter changed hands time and again. When the last of the gods died, the Scepter was all but lost. It was discovered again during the reign of the Kingdom of Kastuul, and was held by the Emperor himself. After Kastuul fell, the last of the sorcerers charged the Ancient Dragon Shooting Star as the guardian of the Scepter, for who would challenge Shooting Star, the mightiest of the dragons? For over five hundred years the scepter

remained safely guarded in the volcanic Fire Dragon Mountain.

But in the battle to acquire the Scepter, the Scepter was lost to the destructive lava of Fire Dragon Mountain. And perhaps that is for the best.

Mirror of Truth

The Mirror of Truth is a tall magical mirror that contains all wisdom and knowledge, and can reveal the answer to any one question when asked. The Mirror is, apparently, intelligent, and some say it contains the essence of one of the gods (possibly Rada). The Ancient Dragon Mycen guards the Mirror in his cavern home in Moss. He allows restricted access to the Mirror. If anyone else comes into the shine to access the mirror, the priests and holy knights who serve Mycen will politely turn them away. If anyone is overly persistent (or is violent), magic will be used to put them to sleep and they will be teleported by down the mountain.

You may, however, send a question to be answered. For this you must give your message to a priest or knight who serves Mycen, and it never hurts to pay a large tribute to their holy order. Your request will then filter up the ranks of the priesthood, and if deemed worthy and worthwhile, the High Priest will get the answer for you on the next visit to the Mirror. Most requests are turned down from the start, but questions of urgent, dire, or noble nature may indeed be answered.

Soul Crystal Ball

Second in power only to the Scepter of Domination is the Soul Crystal Ball. This magnificent Crystal Ball has the power to return a soul to a dead body, instantly resurrecting the subject. Little is known about this magic item, aside from the myths and legends surrounding it. The crystal was guarded by Abram, the Water Dragon, who kept the Crystal somewhere in the underground caverns of Blue Dragon Island.

Because little is known about the afterlife, many speculations have arisen as to the nature of the Soul Crystal Ball, and all orders of priesthood have their own theories. Priests of Falis and Marfa together believe in transmigration to the Elysium Plane, ruled by the spirits of the gods of light (and naturally believe that all evil souls are destroyed or sent to a hell ruled by the gods of darkness).

Whatever the case may be, the Soul Crystal Ball can fully regenerate a dead body and restore its soul, thus resurrecting the victim, no matter how long

dead he has been, or how badly damaged. The Soul Crystal Ball was destroyed during the resurrection ceremony of Kardis.

Staff of Life

The Staff of Life can be used to heal all injuries and disease. Even if mortally wounded or terminally ill, the Staff of Life can be used on the subject. It will heal all damage and cure every illness or disease that person may have, restoring him to full health. It cannot, however, bring life back to the dead (only the Soul Crystal Ball can do that).

The Dragon Bramd had guarded the Staff of Life, but it was later given to Valis and was placed in the temple of Falis. Access to the Staff of Life is highly guarded, and only those in extremely dire situations is granted permission to use the Staff. The Staff of Life was destroyed during the resurrection ceremony of Kardis.

Ferroniere of Knowledge

The Ferroniere of Knowledge is said to contain all the wisdom of past ages. Like many ancient relics, all information on the Ferroniere is based on legend, as no one has (or will like ever) gain access to this artifact. If the legends are true, then anyone wearing the Ferroniere can gain wisdom of the past. It is not known what *sort* of wisdom or *how* it will be known to the wearer. In a worst case, the Ferroniere might be a circlet not unlike the Circlet of Karla, in which case the wearer may well end up a slave of whatever mentality resides in the Ferroniere.

Narse, the Black Dragon of Darkness, was the sole protector of the Ferroniere. Mycen killed Narse in the great for Marmo. However, it is believed that the Ferroniere (along whatever other treasures Narse might have had hoarded away) are still buried in the vast caverns under Marmo. Perhaps one day some brave soul might one day venture to Marmo to search through the ruins for these artifacts, but it is terribly unlikely that any such attempt to find this relic will be fruitful.

Demon Sword Soul Crusher

The Demon Sword Soul Crusher was once a powerful greatsword wielded by Emperor Beld. From the time it was forged, Soul Crusher was an enchanted weapon of great power, stronger, deadlier, and more accurate than any other sword on Lodoss. Beld, one of the first Six Heroes, used his greatsword to kill the Demon King of Marmo. But the Demon's blood bathed the mighty sword, and the demonic creature's spirit was forever bound to the now darkened blade.

With the Demon's soul bound to it, Soul Crusher became extremely powerful. However, anyone who wields the sword must overpower the Demon, or the Demon will control him. Beld failed at

this, and in essence, turned to darkness and became the new Emperor of Marmo. When Beld died and Ashram inherited the blade, he mastered the Demon, and thus, found himself in complete control the weapon, along with the entire army of Marmo.

It is not known how much damage Soul Crusher actually does, it appears to do at least 8DC physical damage on a direct impact, but the secondary effects are far worse. None who have been *directly* hit have survived. It is believed that Soul Crusher instantly kills and eradicates the target's soul. Indirect strikes have a far less effect, but are still very deadly indeed.

Soul Crusher is also the opposing sword of the Sword of Falis. When the two weapons get within 3D6 kilometer of each other (rolled random for each encounter), both swords glow and shimmer brightly (Soul Crusher glowing bright red). When in battle, the Opposing Swords will clash with great discharges of energy. Only one warrior, Parn, has every held both weapons at the same time. When this occurs, the Demon is suppressed and the wielder has the power of both weapons at his disposal. Together, these counter-active blades create an impenetrable field of magical energy, capable of blasting through any barrier and may well be able to slay a god...

Holy Sword of Falis

The Holy Sword of Falis is a weapon of immense power. This greatsword was once held by King Fahn of Valis, and is heavily enchanted. The sword is said to have been "touched by the breath of Falis", though when this occurred is not known. What is known is that this sword is the opposing sword of the Demon Sword Soul Crusher. When the two weapons get within 3D6 kilometer of each other (rolled random for each encounter), both swords glow and shimmer brightly (the Sword of Falis glowing brilliant white).

King Fahn was the wielder of the Sword of Falis for over thirty years. When Beld killed him, the sword was given to Princess Fianna, heiress to the Kingdom of Valis. Fianna later gave the weapon to Parn to help him in his quest to rescue Deedlit and save Lodoss. After the battle against Ashram and Wagnard, Parn returned with the Sword of Falis. The weapon is now under heavy guard in the Castle Roid, by an elite group of knights called the Knights of the Holy Sword.

It is not known how much damage the Holy Sword of Valis can inflict, as it was never actually seen killing anyone. Likely, it can do upwards of 8 to 10DC damage. It may also have other properties such as Turn Undead, and may generate a protective field (Greater Spell Shield, Magic Force Field, etc.).

Dragonslayer Lances of Myrii

So goes the legend of the Dragonslayer: "Three lances were forged and blessed by Myrii, the God of War, to seal the evilness of the dragon." The Lances of Myrii are beautiful silver-steel pole arms enchanted with potent magic that can bring down the greatest of dragons, even an Ancient Dragon. The original Lance of Myrii was created by Myrii himself, and used to slay the terrible dragons of darkness during the War of the Gods. This Lance has been lost, but the Priests of Myrii have the skills and spells to forge a lance endowed with at least some of the original's powers. It takes three priests a day and a night to forge a Dragonslayer Lance. Such priests of Myrii must have the skill Weaponsmith and must give praise and make offerings to Myrii during the course of the weapon's creation.

When used against any dragon, a Lance of Myrii can have devastating effects. Against dragons, the Lance inflicts 4 Kills (or 17DC) of damage and is Armor Piercing. If the Lance should strike the dragon's weak spots (the eye or upper neck), the dragon will be killed instantly. Ancient dragons seem to take many hits from such a Lance, and Shooting Star was only annoyed by it, and only perished when his volcano clasped. Used against a normal target, the Lances of Myrii act as a normal Poleax.

Magic Items

These are more typical magic items. Though still exceedingly rare, these magic items can be created by sorcerers and wizards. Some can be purchased from a Mages' Guild, others require that you hire a wizard to create it for you.

Feel free to devise new magic items. If what you want is not listed below, the rules in **Atomik Magick** can be used to create practically any sort of magical items. All prices are in Raiden Pieces (rp) or Gold (gp). The Cost of magic items, given in **Atomik Magick**, is x5 in rp, as is the cost of Manastones.

Cloak of Invisibility

Cost: 100 rp

The Cloak of Invisibility looks like an ordinary dull gray cloak, and when worn it will continue to act just as an ordinary dull gray cloak. That is, until the special word of invocation is spoken. At that instant, the Cloak, the wearer, and anything he is carrying instantly turns invisible (as per *Invisibility spell*), however, the duration is 5 minute. The user must supply 20 MP required to activate the power.

Crystal of Power

Cost: 225 rp

The Crystal of Power is an elemental or spiritual talisman (see the following chapter) cast upon a stone, gem, or crystal (possibly even a manastone). This Crystal has bound to it a lesser spirit familiar which has an effective Mana Pool of 15 MP and an MR of 3. This spirit will maintain its own Mana Pool (recharging itself as it depletes), as with a familiars and talisman, and spell (of 15 MP or less) can be stored within this Pool, or the mage may draw upon the energy directly to use in his invocations. The Crystal is often used in place of Manastones, as it is more economical and will recharge itself without the wizard's intervention.

Fire Wand

Cost: 430 rp

Similar in appearance to a typical magician's wand (though usually red in color) the Fire Wand is a weapon of potent capabilities. When the invocation word is issued, a 2DC fireball will be cast from the tip of the wand and be hurried toward whomever it is pointed at (see Fireball spell in **Atomik Grimoire**). However, the wand has attached to it 4 6-Mait manastones, supplying 24 MP of energy. This enables the Fire Wand to be used 4 times before running out of energy. After this, the manastones must be recharged before the wand can be used again (both have an MR of 5). It can of course be powered by an external source, as always.

Gauntlet of the Longhand

Cost: 60 rp

The Gauntlet of the Longhand is a gilded gold and silver gauntlet of fine craftsmanship, but has also enchanted upon it a spell of Telekinesis (level 3, as per Telekinesis spell in **Atomik Grimoire**). When the words of invocation are issued, and 12MP of energy is provided, the gauntlet will allow its wearer to manipulate objects up to a range of 8 meters, including striking attacks, with an effective STR of 3. But the effect will only last for 1 Round.

Magic Wand

Cost: 150 rp

The Wand is one of the staple items of all mages. This particular magic wand is bound with an elemental or spiritual familiar (see the following chapter) and may also have other enchantments as well (such as Fire Wand). This Magic Wand has an effective Mana Pool of 15 MP and an MR of 2. This spirit will maintain its own Mana Pool (recharging itself as it depletes), as with a familiars and talisman, and spell (of 15 MP or less) can be stored within this Pool, or the mage may draw upon the energy directly to use in his invocations.

Ring of Healing

Cost: 190 rp

The Ring of Healing allows whoever is wearing it to invoke its power at any time to heal himself or another. He need only hold his hand over the wound and speak the words of invocation. It has a single 8-Mait manastone that supplies the ring with power, but it must be recharged to use again (MR of 7).

Ring of Invisibility

Cost: 400 rp

One of the more legendary, though less common, of the magical rings, a Ring of Invisibility can make its wearer invisible to sight. The Ring of Invisibility looks like any ordinary golden ring, but when the activation word is spoken (it is usually inscribed on the inside of the ring), the ring will activate and the wearer and anything he is carrying, will instantly turn invisible (as per *Invisibility spell*) which lasts for 1 minute. There are four small gems on the ring, which are actually 5-Mait manastones. These manastones supply enough MP energy to activate the spell. However, the manastones must be recharged to use again (each has an MR of 4).

Ring of Protection

Cost: 40 rp

Another common ring is the famous Ring of Protection. The Ring of Protection can, for a time, protect the wearer from harm. The user must wear the ring, and say the activation word to activate its power. When he does, he will be protected by an additional 6 KD of invisible armor. It will only last for 1 minute. However, the user must supply 8 MP to activate the spell.

Ring of Quickness

Cost: 180 rp

This ring, when worn, accelerates the wearer's reaction speed and ability to perform tasks. When the activation word is spoken, the ring may have a chance of boosting the wearer's Speed. As per *Quickness spell* (in *Atomik Grimoire*), this gives 3D6 of Effect; each dice which rolls 5 or better grants +1 to Speed. The effect will last for 5 minutes. There are also four small gems on the ring, which are actually 3-Mait manastones. These manastones supply enough MP energy to activate the spell. However, the manastones must be recharged to use again (each has an MR of 2).

Sword of Fire

Cost: 40 rp (+cost of sword)

The Sword of Fire is a special magic sword, enchanted with the spell *Magical Fire* (in *Atomik Grimoire*). The sword can be any "ordinary" sword, or possibly a magical sword such as those listed earlier in the text. But when the words of invocation are spoken, and 8 MP of energy is supplied, the sword will erupt into a blazing weapon of fire. It will burn for 1 Round, and can set anything it touches aflame, doing an extra 3DC damage.

Sword of Strife

Cost: 70 rp (+cost of sword)

The Sword of Strife is another enchanted magic sword, which can be an ordinary sword or one such as those listed earlier in the text. The Sword of Strife is enchanted with the spell *Greater Magic Bolt* (in *Atomik Grimoire*), which when the invocation words are spoken, and the weapon is supplied with 14 MP of energy, a terrific blast of energy will erupt from the blade, which can do up to 5DCs of Lethal Damage to the target. Any failure, however, will do 2DC Stun to the user, as per the spell.

Torc of Strength

Cost: 50 rp

The Torc of Strength (a torc is an armband) can grant to its wearer the strength of ten men! Well, at least one and a half more men. When the invocation word is spoken, the Torc will then give 4D6 of Effect; each dice which rolls 5 or better grants +1 to STR. The effect will last for 5 minutes. The Torc has no manastones (unless ones are added), so the user must supply 10 MP to activate the spell.

Wizard's Staff

Cost: 300 rp

Very similar to the Magic Wand, but more powerful, the Wizard's Staff is a long cane of usually gnarled oak, but it could be anything. This staff is bound with an elemental or spiritual familiar (see the following chapter) and may also have other enchantments as well (such as Fire Wand). Some even have a large manastone mounted upon the top. This Wizard's Staff has an effective Mana Pool of 20 MP and an MR of 3. This spirit will maintain its own Mana Pool (recharging itself as it depletes), as with a familiar and talisman, and spell (of 20 MP or less) can be stored within this Pool, or the mage may draw upon the energy directly to use in his invocations.

Magical Sword

Cost: 100 rp (plus cost of sword)

In hand of every hero and king is a magical sword. Such swords are ancient, having gained their powers in the course of countless battles and bloodbaths

(like the Sword of Charlemagne). Some were forged by master-smiths, so great that by their skill and steel the sword was imbued with magical forces (such as with the legendary swords of Master Masamune). Swords such as these gain a +1DC damage and +1 WA modifiers (Damage Increase level 1 and Accuracy level 1).

Greater Magical Sword

Cost : 170 rp (plus cost of sword)

Similar in most respects to a classical magic sword, these are more powerful and far less common. Whereas a magical sword can sometimes be bought from a master smith (for a high cost) Greater Magical Swords are usually passed down through family lines, found in dragon's lairs, or in the possession of a king or emperor. Greater magical swords gain a +2DC and +1 WA modifier, and are 20% lighter in weight (Damage Increase level 2, Accuracy level 1, and Lighten level 2).

Enchanted Armor

Enchanted armor is a bit more complex than the other magic items listed above. Enchanted armor is both lighter weight (as per Lighten Spell) and has increased protection (as per Armor spell). This is because the armor system used in **Lodoss War** is more complex than in standard Fuzion. Armor is done in piecemeal form. See Weapons and Equipment for detailed information on piecemeal armor.

The chart below is the same as the one in Weapons and Equipment, used for building your armor pieces. Use the normal Cost/Weight multiplier table for computing the final cost, weight, and penalty for the armor pieces you choose to make Enchanted. For instance, if you want to have an Enchanted Breastplate made of heavy plate armor, it would cost 60 rp, but weighs only 10.5 kgs, and incurs a -1.5 Penalty.

Armor	KD	Pen.	Sell Price	Purch. Price	Weight (kg)
Cloth	3	0	20gp	30gp	½ kg
Hvy. Cloth	4	0	40gp	60gp	0.6 kg
Leather	5	-1/5	70gp	100gp	0.8 kg
Hvy. Leather	6	-1/5	100gp	140gp	1.2 kg
Stud. Leather	7	-1/4	180gp	3 rp	1.5kgs
Ringmail	9	-1/3	3 rp	5 rp	2 kgs
Scalemail	10	-1/3	5 rp	8 rp	3 kgs
Chainmail	11	-1/2	7 rp	10 rp	4 kgs
Elven Chain	12	-1/3	15 rp	20 rp	3 kgs
Plate Armor	14	-2/3	14 rp	20 rp	5 kgs
Elven Plate	15	-1/2	25 rp	35 rp	4 kgs
Hvy. Plate	16	-1	18 rp	25 rp	7 kgs
Dwarven Plate	16	-1/2	22 rp	35 rp	5 kgs

Tomes and Books of Magic

Magical tomes contain spells and rituals to invoke magical powers. Ages ago, in the Kingdom of Sorcery, there were vast libraries of thousands of tomes -- the extent of magical knowledge was practically unlimited. But in the wars that followed, these libraries were destroyed, and the knowledge they contained, all but lost.

A few books survived, and from them, the techniques of modern sorcery have been devised. Original Kastuulian tomes are the prized possessions of mages. The Mages' Guild tries to maintain strict control over these books, and the Guilds' library in Alan has the largest collection in Lodoss.

All magic tomes listed below are for Common, Sorcery, Demonic, or Priest spells. There are no tomes for Shamanic magic.

Ralkas's Book of Natural Magic

Guild's Price: 50 gp per copy

This is the basic book of magic. It is quite common and can even be found in non-Guild libraries. The Book of Natural Magic was written by the great mage Ralkas, and covers the foundations of thaumaturgy, a beginner's intro to the workings of magic, and all the Common magic spells. All beginning mages are advised to start with this book and work their way up to more advanced tomes and grimoires.

Principles of Magic

Guild's Price: 5 rp per copy

An intermediate level book of magic, the Principles of Magic can further any sorcerer's skill in Thaumaturgy. This book, also authored by Ralkas, contains most simple Sorcery Spells, with a few of the more higher level spells (the GM should select those he feels are appropriate). It does not contain any Enchantment or Wizardry spells. These are discussed in his third book, the Principles of Enchantment.

Principles of Enchantment

Guild's Price: 15 rp per copy

The last book in Ralkas's canonical set of basic magic, the Principles of Enchantment outline many methods and procedures for magical enchantments. Contained within are advanced thaumaturgical theory and most Enchantment and Wizardry spells. Ralkas does not discuss Curse spells and the rituals for creating Pentagrams is certainly not to be found within this text!

Tome of Forgotten Knowledge

Guild's Price: 30 rp per copy

This is popular Guild book is a compendium of the few scattered spells recovered from the burned and decaying books of the kingdom of Kastuul. The

pages are direct copies from the recovered books. The book is about a hundred pages long, hand copied from the remains of twenty to thirty KASTUULIAN tomes. Some of the spells are incomplete, and therefore useless, but were including to preserve the knowledge in the hopes of future recovery. Contained within are ten to fifteen complete spells, a few from each Sorcery category. The GM should decide which can be found in the text.

Slayn's Pocket Grimoire

Guild's Price: 10 rp per copy

The famous sorcerer Slayn has compiled his own little book of useful spells and incantations. The original was written by Slayn's own hand (and was somewhat hard to read) and is still in Slayn's possession. However, he has allowed the Guild to sell and distribute copies to Guild members. The Pocket Grimoire contains about twelve Sorcery spells, of average power. The GM should decide which can be found in the text.

Grand Tome of Wort

Guild's Price: 20 rp per copy

Wort, like Slayn, has now made his personal grimoire available for sale through the Guild. Wort's Grand Tome contains a great deal of thaumatological theory, and he rambles on at times and the text can be difficult (even painful) to read. The Grand Tome has about fifteen sample spells. The GM should decide which can be found in the text.

Bound Scrolls of Arthyn

Guild's Price: 30 rp per copy

The sorcerer Arthyn has compiled his own grimoire of spells. Unlike others, however, Arthyn put his book together from lost KASTUULIAN scrolls and parchments he found on his many quests in search of forgotten knowledge. The Guild has made copies of Arthyn's loosely bound tome of scrolls. Copies of the Bound Scrolls are sold in book form (and only to Guild members) and contain about ten to fifteen spells of varying level and power. The GM should decide which can be found in the text.

Lost Book of KASTUUL

Guild's Price: 80 rp per copy

The Lost Book of KASTUUL is one of the few complete KASTUULIAN magic texts ever found. It seems to be a casual magical reference book, yet the spells it contains are quite powerful by modern standards. The Lost Book of KASTUUL has over twenty spells, a mix from Creation and Destruction, Knowledge, and Movement. Most of the spells are moderately powerful, but there are a few which are very powerful. The GM should decide what spells are in this book.

Ten Cantos of Daylin

Guild's Price: 50 rp per copy

The Ten Cantos of Daylin is a tome of ten powerful magical spells. Most of the book is dedicated to advanced thaumaturgy theories, and interesting ways to use the spells contained within. The Ten spells should be selected by the GM to suit his campaign.

Holy Book of Falis

This is the holy book of holy books for all priest and followers of Falis and the ways of Light and Truth (this book is even used by priests of other gods of light). The book was dictated by the Great Holy Prophet Mazlis who was filled by the Spirit of Falis four hundred years ago. The book contains all the teachings of Mazlis and many holy spells that invoke and call upon the enlightened hand of Falis. The Holy Book of Falis is also an unprecedented medical reference with an entire chapter dedicated to healing and herbology. Most of the clerical spells are Physiology or Light Spells, but there are many spells from other categories available to Priests of Falis.

Holy Book of Marfa

The Holy Book of Marfa is very similar in respect to the Holy Book of Falis. However, the Book of Marfa was written over the course of several hundred years by many Priests and Prophets of Marfa. It contains great wisdom and parables, and lays down in detail how to best avoid the Seven Sins of Darkness and follow the Seven Virtues of Light. Most of the clerical spells are Physiology and Creation spells, but there are spells from other categories available to Priests of Marfa.

Holy Book of Rada

This has been called the ultimate book of holy wisdom. The Holy Book of Rada is a religious text of philosophy, poetry, and natural science. It contains the teachings of the great thinkers and philosophers of the ages, as well as those of the greater priests and prophets of Rada. Most of the clerical spells are Knowledge and Mental spells, but there are spells from the other categories available to Priests of Rada.

Book of Damnations

The Book of Damnations is renowned to be the chief text of demonic magic. The book is outlawed in Lodoss, but most dark cults have at least one copy. The book discusses ways to summon demons, how to deal with them, and especially how to banish them if things turn ugly. The Book of Damnations also has an in-depth chapter of Curses and how to use them, and many powerful spells of the Black Arts.

Tome of Unholy Works

The Tome of Unholy Works is another book of demonic magic. However, unlike other such books this was actually written by demons and given to dark mages. Only a few original copies are thought to be left and they all are immensely powerful. Such tomes are large, and bound in human skin. Contained within are spells for summoning demons (but there is *no* information on how to banish them), in-depth necromancy, darkness, and destruction spells.

Grand Grimoire of Falaris

This is a large black book used by priests of Falaris in their rituals and worship of this darkest of the gods. It is unknown precisely what is contained within these books, but no doubt there are the rituals and rites used to praise Falaris and invoke his evil power. Many of the spells used by priests of Falaris may also be found within this grimoire of darkness.

Ten Forbidden Book of Kardis

Over the centuries, the devoted priests of Kardis have compiled a great collection of magical knowledge for invoking the powers of Kardis. The Ten Books of Kardis contain all the spells used by

priest of Kardis, as well as the rites and rituals used to praise her. All ten books are required to formulate the ultimate incantation of magical, the mighty spells which are so powerful they can resurrect a god...

Spell Scrolls

Members of the Mages' Guild can buy individual spells from the Guild. Nearly any Sorcery spell can be put to parchment and sold to a sorcerer who needs to learn or use a new spell. This is an excellent way for Guild members to obtain new spells. However, they can be expensive.

The cost of a spell scroll is equal to the spell's $(MP + DV) \times 5$, in gold pieces. That is, if the spell had a DV of 18 and an MP of 10, it would cost 140 gold pieces. If the spell had a DV 20 and an MP of 100, it would cost 600 gold (6 Raidens).

The Guild will also sell spell scrolls to non-Guild members, unless they have a reason not to (that is, if the mage has a bad rep, or is a known demonator, and so forth). The price for all non-Guild members, is *doubled*.

GODS AND GODDESSES

The Age of Gods...

From the Primal Void Atsuki arose and created the world of Forceria. By the force of creation, Atsuki annihilated and from his death arose a pantheon of mighty gods and goddesses. Chief among these was Falis, Supreme God of Light, and Falaris, Supreme God of Darkness.

The Light and the Dark were equal. To all things there was an opposite. Light and Dark. Creation and Destruction. Life and Death. Order and Chaos.

As the ages passed, the gods took to warring amongst themselves -- great and terrible wars which spanned a thousand years and shook all of Forceria to its core. Countless deities were utterly destroyed, lost forever to oblivion. Many others were shattered and broken, left to die on the charred and ruinous battlefields of Lodoss, Alecrast, and Crystania.

The Age of Gods was over, and Eternity had come to an end. After the last of the mighty gods perished, the world began anew. Life returned to Forceria under the watchful guidance of the restful spirits of the fallen gods.

Indeed, the gods no longer live as great and mighty beings of cosmic forces. No longer do they walk upon the earth, command the legions and armies, and rule the world from great palace-temples. But their essence and spirits remain. Though broken and diminished, the power and the words of gods lives on. Their will is strong, their love and fury still burn within the earth, and their might and magic can be felt across the lands of Lodoss and beyond.

Falis, Supreme God of Light

Falis was once chief among the Gods of Light. He led his pantheon in the war against the pantheon of darkness. Falis was known for his goodness, righteousness, and virtue. He was one of the most ancient of the gods, formed from the Chaos Sea of Atsuki. In the War of the Gods, Falis and Falaris destroyed one another in mutual annihilation. In the wake of his destruction, Falis's spirit was scattered across Lodoss like ash. Falis's spirit still enchants the land, and his will can be felt, still pitted in the constant struggle against the will of Falaris. Priests of Falis enjoy a popular reputation for being the most noble and honorable priests of any religion in Lodoss.

Falaris, Supreme God of Darkness

Opposing Falis was Falaris, the God of Darkness. Falaris was created from Chaos as both Falis's brother and his diametric opposite. Where

Falis was the ultimate purity and good, Falaris was the pinnacle of corruption and evil. Falaris was the head of the Pantheon of Darkness, and lead the forces of Darkness against the Forces of Light. During the most destructive of the great battles, Falaris and Falis clashed against one another. As they each unleashed the full force of their power, both great gods were annihilated in mutual destruction. Falaris's spirit was mortally wounded, and perished in the boiling sea. He suffers in eternal death, though his will is still strong through Lodoss. His will is in constant conflict with that of Falis, and these two gods still greatly effect the movements of history. His priests reside primarily in Castle Conqueura on Marmo, but there are many dark cults dedicated to Falaris scattered throughout Lodoss. These cults are some of the bloodiest and abominable, second only to the cults of Kardis.

Marfa, Mother-Goddess of Creation

Marfa, Goddess of Creation. Marfa was the last of the Gods of Light, and in the final battle fought against Kardis, the last of the Pantheon of Darkness. Marfa was responsible for the actual creation of Lodoss itself. To protect the continent of Alecrast, she separated a large island from the mainland, and there the two goddesses pitted themselves in relentless combat. Just as in all battles before, both combatants destroyed one another. Marfa perished on Lodoss, and with her last breath, created a great enchantment to protect it from the curse of Kardis. Her spirit is still quite strong on Lodoss, and her priests are among the most powerful and well respected.

Kardis, Dark Goddess of Destruction

Kardis, Goddess of Destruction and Madness. Kardis was the last God of Darkness, and fought Marfa on the island of Lodoss in the final battle of the gods. There, both goddesses destroyed one another, bringing a final end to the War of the Gods. Kardis's burning body crashed on the island of Marmo, just to the south of Lodoss, and there she died, screaming great and terrible curses upon the land. Only Marfa's blessing was able to protect Lodoss from her curse (though Lodoss is still called the Accursed Island). Kardis's spirit is still extremely powerful. Her influence on Marmo is so strong in fact, sensitive wizards and other magic users can often feel her presence. The Ancient Dragon Narse, who fought at Kardis's side, made his home in the caves near where she perished. Two temples were built on her resting place. First, Castle Conqueura

was built by the priests of Falaris many hundred years ago. The actual Temple of Kardis is beneath Castle Conquera, and acts as a sarcophagus to the goddess who lies between death and sleep. Kardis was nearly resurrected by Wagnard, but the resurrection ceremony was not completed, and she still resides in her eternal slumber. The priests of Kardis are the most abhorrent of all the priest of Darkness.

Baylos, God of Fire and Fury

Baylos is the God of Fire and Fury. He is a God of Darkness who died fighting Myrii, the God of War. Originally, Baylos was a God of Light (as God of Fire and Justice), and was a good friend of Rada (God of Wisdom and Knowledge), but in the course of the War of the Gods, he was corrupted into Darkness, and became a terrible and furious god, insane with his own twisted ideas of justice. Baylos killed Rada when the God of Wisdom tried to convince him of the error of his ways, and Myrii, God of War, had no choice but to slay Baylos. When Baylos died, Justice died with him, and in the fury of his death crime and disorder were forever cursed upon the world. There are cults dedicated to Baylos, though his worship is outlawed on Lodoss. Followers of Baylos share his twisted sense of justice. They hunt down and destroy those they believe are guilty, and sacrifice them to Baylos as an offering for power. Such human sacrifices are terribly bloody.

Myrii, God of War and Virtue

Powerful Myrii is the God of War and Virtue. He is the patron god of all soldiers and warriors, thought he only protects those of true virtue and honor (and perhaps this is why heroes are so "lucky"). Myrii was the general and commander of the armies of the Forces of Light in the War of the Gods. He was one of the last gods to fall, killed by Kardis as the last of his soldiers fell. Myrii's spirit is still strong, though priests of Myrii are very few in number. The Temple of Myrii is in Roid, and there are shrines to Myrii in Alan, Blade, and Dragon Breath.

Barbas, God of Death

Barbas was an evil and sadistic god, Lord of the Underworld and general of the Armies of the Undead. He was defeated in the War of the Gods, but not destroyed. Barbas was among the gods who fled to Crystania and discarded their physical forms, taking refuge in the form of animals. Barbas took the form of a great tiger, but later captured and possessed the body of Ashram, whereby he became the most powerful god in Crystania. Barbas is still

worshiped by dark death-cults in Lodoss and Marmo, though these cults are very few in number and work in dire secrecy. The worship of Barbas (called Barbarism?) is illegal in most parts of Lodoss. The spirit of Barbas rewards those who worship him with great powers of necromancy and black magic.

Rada, God of Wisdom and Knowledge

Rada is the God of Wisdom and Knowledge. He was the strongest advocated against the War of the Gods, proclaiming that the War would tear the heavens and the earth apart. Rada attempted to mediate a peace settlement with the Gods of Darkness, but was soon slain in battle by a Baylos, the God of Fire. Baylos had once been a God of Light and a good friend of Rada, but had been turned to Darkness. Baylos killed Rada when he tried to convince his old friend to return to the Light and help him end the war before all was lost. When Rada died, all hope of ending the Wars end died with him.

Rada is considered the patron god of the arts and sciences. He presides over inventions and truth, and teaches people to live more rationally. His priests are well-learned men, and respected for their keen intellects. Rada's priests and followers are even more pacifistic than those of Falis. Where Priest of Falis believe it is acceptable to attack and destroy evildoers, followers of Rada believe only in total non-violence. Priests of Rada do know defensive spells, but only those spells that incapacitate or otherwise dissuade attackers (Sleep, Daze, and other such spell are quite common). Rada is primarily worshipped on Cyrstania, though there are several shrines to him in Roid and Alan.

Cha Za, God of Trade

Cha Za is the God of Trade and Commerce. He is a God of Light, and is the patron god of merchants, craftsmen, and travelers. Like the other gods, Cha Za fell during the course of the great War of the Gods. Cha Za believed that peace could only be made through cultural interaction, facilitated by fair and prosperous trade between the countries of Lodoss. The priests of Cha Za teach others the virtues of Honesty, Charity, and Prudence.

Atsuki, Primal God of Chaos

Atsuki was the primal God of Chaos. From him came all other gods. Atsuki's spirit no longer exists, as he was totally consumed by the powers of Creation. There are several cults who claim to be Priests of Atsuki, but these are nothing more than mad men.

CITIES AND PLACES

A Fantastical World

The Record of Lodoss War saga takes place on the mythical world of Forceria. Forceria has three known landmass -- Alecrast, Crystania, and Lodoss. The large, unexplored continent of Alecrast takes up much of in the northern subtopic to arctic zone. The mythical land Crystania (also called Djana En) lies in the southern hemisphere. Lodoss is a large island situated between the two, about two thousand miles southeast of the Alecrast and twenty-four hundred miles north west of Djana En. There is also a small collection of islands east of Alecrast, which are largely unexplored.

Lodoss, it's cities, nations, and special geographical regions will be covered in great detail shortly. The two other major regions, Alecrast and Crystania, will be covered first along with an overview of Forceria itself.

Maps and Images

You may be wondering why are there no maps or images here. The answer is simple. This is a .PDF document for printing out to use in your game session. All maps, images, and other pictures have been excluded to reduce the size of this document, to facilitate faster downloading, and to reduce the impact such a massive printing job might have on your printer. Maps and images can be found on the main **Lodoss War RPG** web site where you probably got this document. If you need this web address for reference, it is:

<http://www.meta-earth.com/lodoss>

There you will find all the maps you could possibly desire (many are scanned from the original RPG).

Distance and Travel

Distances in Lodoss are fairly confined. There are only four or five major regions, and all are accessible to each other by a series of roads and travel paths. The major roads can be seen on the maps, however, it should not be forgotten that there are countless other paths criss-crossing the countryside. The maps are relatively accurate, but with a keen eye you should be able to notice some discrepancies. This is to be expected, as map-making is not yet an exact science. Where there were once roads when the map was made, there may no longer be a road; and newer, better roads may have been built in their place. Never be afraid to ask a kind-looking villager for directions.

Many of the major roads in Lodoss seem to zigzag and take roundabout routes. Usually, this is to

avoid mountains, deserts, large bodies of water, or such dangerous places as the Forest of No Return. There may be other routes over or through these dangerous zones (and ships can always be taken over water), but you should be forewarned about making such daring ventures. Mountains pose a terrible obstacle in central Lodoss, and there is just one good route through the Central Mountains.

Travel time is highly dependent upon weather conditions and road conditions. On horseback, at a steady pace, a rider or group of riders can make about 30 to 40 kilometers on a good day. Walking you can make about 30 kilometers (assuming you are in excellent shape), but an army would do well to move 15 kilometers in a day. Under bad conditions (rain, snow, or a really hot day), the distance per day may be halved, or worse. Bad road conditions, such as rocky, swampy, or forest terrain can also slow your progress. Climbing over mountains with a poor pass, or no pass at all, can cut travel time to just 5 kilometers a day.

Forceria

The world of Forceria is a magical and enchanting world. The people believe (that is, all but the wisest of sages) that their sun orbits their world, and all the heavens move in celestial spheres about the world. In truth, like all worlds, Forceria orbits its sun, and its single moon orbits around it. Forceria's moon is quite large, and holds bright, bluish-gray tent. Other celestial objects of significance are the planets Raylo, Arcryth, Tarsen, and Lyro.

Forceria is a large world, with an equatorial diameter of 40,000 kilometers (25,000 miles, about as big as the Earth). The surface is covered by 80% water. Climate is temperate throughout much of the world, giving little variation except at the poles. Climatic variation tends to be localized to regions scattered through different lands. For instance, on Lodoss, which lies just a thousand miles south of the equator, there can be found vast dry deserts, high frozen mountains, and warm green forests, all confined to this single landmass.

There are five major landmasses on Forceria. Alecrast, Crystania (Djana En), and Lodoss (which was broken off from Alecrast and drifted south by massive shifting in plate tectonics). There is also two unexplored lands, namely the Farland and the Chaos Land, both west of Lodoss and Alecrast.

Alecrast

Alecrast is the largest continent on Forceria, about twelve thousand kilometers from cost (about the size of Asia). The people of Lodoss know little about Alecrast, but merchants and traders from Raiden often do business with the sea ports along the southern island chain, and a few even with the mainland itself.

As legend goes, at the end of the War of the Gods the final epic battle between Marfa and Kardis were fought on a southern peninsula of Alecrast. To protect Alecrast from destruction, Marfa separated the lands and move it southward as their battle raged on, causing cataclysmic earthquakes and volcanic eruptions on both lands. Even today, Fire Dragon Mountain stands as a reminded of this earth shattering event, and the Great Straight Cliff on the western side of Lodoss is clear proof that Lodoss was once attached to that now far away country. The island chain south of Alecrast also stand as testament to these climactic events of long ago.

The closest Alecrastian island to Lodoss is just six hundred kilometers due north. The Alecrastian mainland, however, is nearly twenty four hundred kilometers north, and few make this incredible journey. Trade with Alecrast takes place through the island speckled archipelagos between Alecrast and Lodoss. Travelers wishing to visit Alecrast can find their way to the mainland by island hopping through the archipelagos until they reach the thin southwestern peninsula of Alecrast. Aside from limited merchant trade, Lodoss has very little contact with Alecrast.

By far, the most well known and common Alecrastian creature are grass-runners. Grass-runners constitute the bulk of civilization on Alecrast, and many Alecrastian merchants are in fact grass-runners. The grass-runners who populate Lodoss are from Alecrast. It is also believe Alecrast has a great population of humans, elves, dwarves, goblins, and other such races. It is unknown if any Ancient Dragons remain on this continent.

Crystania and Djana En

Djana En is a large continent far to the south of Lodoss. Like Alecrast, all that is known about Djana En comes from rumors and lore. However, there have been transoceanic voyages between Lodoss and Djana En, at least in the time of Kastuul. All information regarding Djana En comes from the few remaining Kastuulian books. There has been no successful voyages from Lodoss to Djana En in recent times. It is believed, however, that Ashram and Pirotess may have taken a small Marmo fleet south, in the hopes of finding Crystania and Djana En to seek refuge. It is unknown if they were successful.

According to legend, near the end of the War of the Gods several of the gods, including Barbas, fled to the southern continent and took form in beasts. Barbas became a great saber-tooth tiger, while others became lions, bears, eagles, and other beasts. Some of the gods were good, others were evil. And so they continued the fight for the lands of Crystania, long after the War of the Gods ended. In the end, a great barrier, known as the Rampart of the Gods was created across the center of the continent. The northern half became known as Crystania. The people who live on the southern half of Djana En still worshipped these gods of Crystania. Whatever god these priests worship, they have the added ability to shapeshift into the form of that god's beast.

Crystania is an enchanted and magical land, full of wonder and danger. It may even be more magical than Lodoss.

The Farland

Very little is known about the Farland. It is about three thousand kilometers northwest of Lodoss through empty, open ocean. Few mariners wish to make this journey, but those who do return with tales of a barren land ruled by barbaric tribes. Other than that, nothing else is known. (Side note: It is hinted that the Farland is a sort of Celtic fantasy world).

The Chaos Land

Nothing is known about the Chaos Land, other than the fact that it exists. It is depicted on maps from Alecrast, and so the Alecrastians must have some contact with the Chaos Land. As the name implies, it can be assumed that it is not a pleasant place to visit. (The Chaos Land seems to be a Norse mythos world).

Isles of Azarn

The Isles of Azarn are about six thousand kilometers east of Lodoss. However, the sea between Lodoss and Azarn are speckled with islands and archipelagos, making the journey easier for merchant vessels. In fact, the Eastern Sea Mercantile has trade routes with the Isles of Azarn.

The only information on the inhabitants of Azarn comes from the seamen and captains who travel there. According to them, there five nations make up Azarn, and some of them are at war. The people are very similar to those of Lodoss, but they speak a different tongue. There are also many grass-runners, giants, and ogres. It is unknown if there are any elves on the islands of Azarn, but elves would not be likely to deal with sailors and merchants anyway.

Lodoss

The Curse Island of Lodoss is a land of enchantment and war. Its history dates back five hundred years, but empires have reigned and fallen many hundred years before. Only in recent decades have the warring states of Lodoss become united, at least by treaty. Yet, Lodoss is still plagued by monsters and wizards of darkness, and the terrible armies and dark priests of Marmo. The lands and towns of Lodoss are as different and diverse as the colors of the rainbow.

Lodoss is about a thousand kilometers east to west (about 600 miles), and seven hundred kilometers north to south. It is a good three week journey (under the very best conditions) from the eastern side of Alania to the western coast of Moss. Travel through northern Lodoss is more difficult, due to the Storm and Fire Desert.

Lodoss has nearly every type of climatic region imaginable. In the low lands are beautiful lush forests and valleys of gold and green. In central Lodoss is the Central Mountain range, which does pose a barrier to would be travelers between Alan and Valis. The mountain pass between Alan and Valis is long and hard, and though the shorter southern route is through the Forest of No Return, few dare to venture through this dangerously enchanted realm of the elves and fairies. Mountains can also be found in Moss, Kanon and near Raiden. The tallest mountains are in northern Alan, where the land reaches an altitude of nearly ten thousand meters, and the climate turns bitter cold. Here, amidst the frozen caverns and mountaintops is the icy domain the good dragon Bramd. In the central northern region of Lodoss, in the country of Flaim, is the great Storm and Fire Desert, once an impossible land to navigate, now the Desert is blessed with many frontier towns, forts, and oasis -- a welcome relief for those wishing to travel from Alan or Valis to distant Raiden.

For extensive maps, please visit the **Lodoss War RPG** website, addressed on the first page.

Valis

The Holy Kingdom of Valis is the most powerful country in Lodoss. It was founded approximately thirty years ago by King Fahn, one of the heroes who vanquished the Demon King of Marmo. Fahn attempted to unify all of Lodoss under his kingdom, but by treaty and alliances rather than by war and conquest. His strategy, though noble and bloodless, met with only modest success. In its early years, Valis was a young and unstable nation. The fledgling army of Valis was forced to defend foreign borders and fight distant wars to keep in line with the many defensive treaties formed by Fahn. When the

ancient dragon Shooting Star threatened the northern territories of Valis (what is now Flaim), the inhabitation demanded the King's daughter, the baby Princess Fianna, be sacrificed to appease the monster. When King Fahn refused, they took Fianna by force. The Holy Knight Tessius (Parn's father) rescued Fianna, but by so doing Valis and the northern territories were thrown into a bitter war.

After many years of struggle and pain, of treaties forged and broken, Valis finally stabilized. The borders of Valis take up the central region of Lodoss. To the south is the Southern Sea, where the capital Roid sits at the mouth of the Holy River. To the north are the Central Mountain, beyond which is the Kingdom of Flaim. To the East is Alan, and to the west are the Wildlands and the Kingdom of Moss.

Roid

Roid is the capital city of Valis. There are no walls around the city itself, but the Castle of Valis is heavily fortified, with walls towering nearly thirty meters, and battlement towers even higher. Beyond the Castle walls are the royal courts, royal stables, shrines to each of the Gods of Light, servant houses, guest and dignitary houses, and the castle itself, where lives the Princess Fianna, her advisors, and royal court officials.

The city outside the walls has the highest density around the castle, but spreads out for six kilometers, ending in rich farmlands. In the central city, the population is about four thousand; but the official population of Roid and the surrounding area totals nearly ten thousand. There are two large forts to the north and to the east of Roid, each with a thousand troops.

Roid is kept clean by its citizens, and by special work groups who are assigned the job of cleaning the city. The city is well policed, and the crime rate is surprisingly low of a city of its size. Thieves have attempted to form a Thieves' Guild several times, but all have fallen to the city guard or local militia. Crimes are judged in the city court, and punishments are typical harsh, though few crimes actually warrant execution. Murder and treason are the only capital crimes, most others are punished by several months in prison or public humiliation.

Port: The port of Roid is located on the Holy River, which leads directly into the Southern Sea. The Holy River Port has docks for six large ships and ten medium or small ships, and the river is large enough for vessels to journey upstream to the northern fort.

Commerce: There are three major markets in Roid. The first is the Port Market, near where the goods are unloaded from merchant vessels. The Port Market is an excellent place to find foreign or exotic goods, but the merchants tend to mark up the price quite a bit here. The Town Market is located on side streets just north of the main street, close to the Temple of Falis.

At times, this market spills over into the main street, but the town guards do not take well to this. The last major market is the Farmers' Market, located near the Workers' Guild. Here, farmers sell their fresh produce and meat from the surrounding farms. Often, there are good bargains on excellent food items here.

Religion: All the major Gods of Light are represented in Valis. The most majestic is the great Temple of Falis, built as large as the Castle of Valis itself. This cathedral like temple houses dozens of sanctuaries, shrines, and alters to Falis, and is the chief library and training center for all priests of Falis. A grand temple of Marfa is also in Roid, though not as large as the Great Temple in Tarba. The Temple of Light is a temple dedicated to all the gods of light, and here all are free to worship. Smaller shrines to Rada, Cha Za, and Myrii are also nearby.

Services: There are countless numbers of inns and pubs in Roid. Most inns are small bed and breakfast, but there are inns available of all levels of quality and luxury. Pubs are quite popular in Roid, but travelers should be warned that many are simi-privet, where strangers are suspect or unwelcome. There are traveler taverns where everyone is welcome, most around the periphery of the city, though these palaces can get quite rowdy. Some of the more popular (even infamous) pubs are the Boar's Head, the Lacy Wench, the Wooden Stool, the Sword and Shield, and the Warrior's Ale. If you're a dwarf, don't pass up the Cave, where they serve the best Dwarven beer in Valis. Other services are also available in town, including places to hire private guards (some reputable, others just hire out thugs, which can be okay), barbers, bathhouses (public and private), banks, and numerous stores. Healers can be found everywhere in Roid, but the Temples of Falis and Marfa are the best place to go for critical injuries. You should give an offering to the temples for their service, but they do not turn down anyone in need.

Guilds: Most of the guilds exist in Roid (aside from the Thieves' Guild). A branch of the Mages' Guild is on Arrow's Way. The Workers' Guild is headquartered near the Temple of Light. The local Merchants' Guild, as one might expect, is located near the port. The Mercenaries' Guild has a local branch in the northern part of town.

Addan

Addan is a moderate sized city 80 kilometers east of Roid, just west of the Alanian boarder. Addan is a major junction between the three kingdoms of Valis, Alania, and Kanon. The mountain pass from Novice comes in to Addan from the north, brining travelers from northern Alania. The road from Shinning Hill brings travels from Kanon, and from southern Alania. Though the shortest route to Alania

is due east through the Forest of No Return, few dare to challenge the enchanted forest.

As important as it is, Addan is guarded by three major fortresses, acting as a buffer zone between Valis and Marmo occupied Kanon. Marmo forces besieged several of the towns and villages surrounding Addan, but the fortresses of Addan were able to slow the Marmo advance. The final battle between King Fahn and Beld took place in the mountain passes between Addan and Shinning Hill.

Commerce: Addan is strategically located between Valis, Kanon, and Alania. Anyone wished to travel between these three lands usually stops off in Addan. Addan sits in a valley, surrounded on three sides by the mountains of central Lodoss, with two well traveled passes leading northward and southward. Along these roads are many smaller villages, the southern ones still recovering from the war against Marmo. Trade has finally picked up again, and the markets of Addan and the surrounding villages are bustling with activity. Merchants from all around set up shop, temporarily or permanently, and several caravans pass through every week. It should be noted that the merchants of Addan are not terribly keen on barter, and prefer to deal only in Raidens, gold, and jewels (what they call "hard-coins"). Some says its just post-war economics, others say it's a sign of the times...

Religion: The main deity worshipped in Addan is Cha Za. Most people living in Addan are simply on the move, and seem to have little time for worship, so religion is does not play a large role on day-to-day life. The Temple of Cha Za is located near the center of town, and is often visited by passing merchants and traders who wish to worship to their patron god. There are smaller shrines dedicated to the other gods, though the Shrine of Rada is somewhat rundown. With the large number of war veterans now living in Addan (most having retired here due to war injuries) a spectacular new Shine of Myrii is being constructed near Addan's southern entrance.

Services: As can be expected, there are many inns to be found for the weary traveler entering Addan. Though most of the inns are small ten to twenty bed houses, others seem nothing less than castles in size, and were in fact used by the armies of Valis and Flaim to board their troops before marching onward into Kanon. Such castle inns have been renamed in honor of the war -- King's Inn, Hero's Rest, and the Citadel (which is quite deserving of its name). Pubs are built for the traveler, and many are disreputable brothels as well -- The Ranger's Place, the Copper Mug, and the Traveler's Tavern. There are many other services to be found in Addan as well. Healers are easy to find, and as always, the temples of Marfa and Valis do provide their services (but please, always give an offering or donation).

Guilds: By far, the Merchants' Guild has the greatest obviously influence in Addan. Some say the Merchants' Guild (and its rivals, the Workers' Guild, Traders' Guild, and Farmers' Guild) call the shots around town. These guilds do openly compete with each other for power, real estate, and market share, and it can turn ugly. The Mages' Guild and Mercenaries' Guild also have branches in Addan. The Thieves' Guild controls Addan's thriving underworld, and can be located on a successful PRE + Streetwise vs. 20 roll.

Lesmoa

Lesmoa is the greatest city in southern Valis. It sits close to the northwestern board of Kanon, but does not see as much incoming trade from Kanon as Addan does. Traders and travelers from western Kanon take the route through Lesmoa on their way to Valis, but ruthless bandits and robbers plague the road leading into Lesmoa. Travels should be wary of these, and prepared in case of an attack. Lesmoa is 60 kilometers south of Roid, and just 40 kilometers from Valis's southern boarder (and there are several smaller towns between Lesmoa and the border).

Four fortresses guard the southern boarder of Valis (marked by a small river that flows off the nearby mountains), 30 kilometers south of Lesmoa. Two of these forts were destroyed by Marmo attacks, but have since been rebuilt and are now fully armed and manned. These forts stand guard against the dark armies of Marmo occupied Kanon.

Commerce: Before the Marmo invasion, most of the commerce in Lesmoa came from merchants and caravans passing between Valis and western Kanon. After the invasion of Kanon, commerce between Valis and Kanon was completely halted. Lesmoa has one major market located in the Town Square. Nearly everything is for sale here, from weapons and armor, to fresh produce, to handcrafted goods. Barter is also more accepted in Lesmoa than in other major merchant towns like Addan.

Religion: The shrine of Marfa is the largest religious center in Lesmoa, and there is a very good hospital run by the priests. The hospital was initially established to help the injured soldiers and citizens fleeing Kanon during the Marmo invasion, but the hospital is still servers the sick, injured, and dying.

Services: There are many bed and breakfast inn scattered about Lesmoa, and all offer a fair price and a wide range of services. Taverns in Lesmoa is about the only place where you find any action, but be careful as some taverns are less open to foreigners than others. For a good ale and wild night, adventurous travelers should drop by the Bloody Axe, the Broken Arm, or Eric's Ale 'n Inn.

Guilds: The Merchants' Guild and Traders' Guild both have a strong influence in Lesmoa, which causes problems at times. The Mages' Guild is

practically non-existent, aside from a small house where a very old and weak "wizard" maintains a pitiful little library of insignificant books. The Mercenaries' Guild as a fine office in Lesmoa, but after the war ended, they lost most of their business. The Thieves' Guild is busy at work in Lesmoa as well, and can be located on a successful PRE + Streetwise vs. 22 roll.

Central Mountains

The Central Mountains of Lodoss begin 50 kilometers northeast of Roid, but spread out so as to cover much of central Lodoss. The mountains are difficult and nearly impassable in places, and travel time is restricted to just 5 kilometers a day when crossing these mountains.

Traveling between Valis and Flaim, it is often easier to just go around the mountains on the western side. However, traveling between Valis and Alania, one must cross through the mountains. The only other paths between Valis and Alania is through the Forest of No Return or far to the south through Marmo occupied Kanon. Fortunately, there is a good mountain pass leading northeast from the city of Addan into Alania. Though this pass is difficult and treacherous, it is far easier than other passes. On a good day, a traveler can make 15 kilometers a day.

There are many dangers in the Central Mountains. Griffins live on some of the mountain peaks, but are of no real threat. If you are lucky, you might spot one flying majestically through the sky above. Griffins will not attack unless provoked, or unless they think their nest is threatened.

Giants also roam the Central Mountains. Though rarely seen, these giants are strong and formidable. They seem to live in the inner most regions of the Central Mountains, and there are rumors of a great City of Giants high up on mountain plateaus.

Bandits and robbers are the biggest threat to travelers who make the journey through the main pass. The bandits who prowl the pass will rarely attack a large, well armed party, but small groups or poorly armed parties can fall pray to these bandits. Bandits have been known to attack caravans from time to time, and many merchants hire mercenaries to help protect their caravans traveling through the Central Mountains.

Holy River

The Holy River runs down from the Central Mountains, southwest toward Roid. As the river nears the sea, it quickly widens out and the water flows along slowly and gracefully. Roid was built on the western shore of the Holy River, just north of the Delta. The Port of Roid is actually on the Holy River, and not the Southern Sea. Ships going to Roid must

travel past the Great Delta Island and several kilometers up the wide river to the port.

The Holy River is clean and clear, and many sailing vessels from all across Lodoss can be seen making their way to or from the Port of Roid. The Holy River is one of the busiest waterways in Lodoss.

Great Delta Island

The Delta of the Holy River is spotted with dozens of small islands. The largest of these islands is quite big, and has been named the Great Delta Island. Great Delta Island is ruled by Valis, and is primarily a military outpost. It does have a few small fishing villages, but the civilian population is less than three hundred.

From a military standpoint, the Great Delta Island provides the first line of defense against an invasion from sea. Any ships wanting to attack Valis must pass by the Great Delta Island. There are two forts on the Great Delta Island, along with a naval yard with docks for ten large warships (galleys or galleons) and numerous docks for smaller warships. The forts can launch long range ballistas, burning fireballs, or rain catapult rocks on any trespassing or threatening warships. With the forts fully manned, and a ship in every dock, the military population of Great Delta Island can reach in excess of ten thousand. With such a large number of personnel, the entire cost of the island has become little more than a sprawling military city.

Flaim

Ten years ago, the mighty mercenary king Kashue assembled an army and united the warring nations of the Storm and Fire Desert. With both sword and deed, he brought the desert tribes together, and created the powerful nation of Flaim. Flaim and Valis are close allies, and the two nations are now allied in the still prevalent struggle to drive back Marmo. King Kashue currently lives in the Castle Roid where he is acting regent of Valis, until such time as Fianna becomes old enough to be properly coronated as queen.

Most of Flaim occupies the hostile waste of the Storm and Fire Desert. There are a few oasis towns, including Haven, and several nomadic tribes still wander the desert. Most of these tribes are neutral, but some are hostile raiders who still pose a threat to stability in the region. The Road of Thirst crosses the Storm and Fire Desert, and is traveled by caravans moving between Flaim and Alania.

Blade

Blade is the capital city of Flaim. Before it was the capital, Blade was a small independent town that sat on the eastern side of the Yellow River. After Kashue made it his capital, Blade grew quickly,

becoming a city of bustling activity. The city has grown in layers, and there are three major districts.

The oldest district (the Old Town) is in the northeastern quadrant, and has its own wall surrounding it. The Central District (shown on the main map) is split by the Yellow River, which runs through the very city of town. On an island in the Yellow River is Castle Akroyd, connected to both sides of the city by two great bridges. Also on an island is the Merchants' Guild, also connected to the rest of the city by bridges and housing its own miniature port. The central district has a second wall surrounding it, though ships are still free to pass down the river.

The last district is the Outer District, which consists mainly of newer buildings, houses, and complexes. The Outer District is built around the Central District and Old Town, and is totally surrounded by a wall (except for the river).

Port: The Port of Blade is located on the northern side of the Outer District (not shown on map). It is on the Yellow River, which empties into the sea just twelve kilometers north. Dozens of merchant vessels and warships move in and out of the port daily.

Commerce: Commerce in Blade comes from by way of sea, or by caravans coming from Valis or Raiden. On rare occasion, an expedition from Alania, having crossed through the treacherous Storm and Fire Desert, may also come through. Much of the food is imported from southern farms near Lolan and Manni. The Market and the Yellow River Plaza, both located in the Central District, are the common market places for trade and commerce.

Religion: The god Myrri and Falis both have a large shrines in the Central District, just across the river from the Mercenaries' Guild. There is an even larger Shrine of Marfa located in the southeastern corner of the Outer District. Cha Za and Rada also have smaller shrines in the Outer District.

Services: The Outer District has many inns where travelers can enjoy a quiet night's rest. Abdul's Keep, the Riverside Inn, and the Golden Lamp are all excellent inns. Blade seems to have more taverns than any other city, second only to Raiden. A few of more renowned taverns are Shadam's Silver Pub, the Drunken Dwarf, the Ivory Wench, and the Barren Baron.

Guilds: Most of the guilds have built modest guildhouses in Blade, though none are prevalently powerful. Arguably, the Merchants' Guild has a fairly strong presence, but the Mercenaries' Guild also has a large guildhouse. The Thieves' Guild can be located on a successful PRE + Streetwise vs. 22 roll.

Haven

Haven sits dead center in the middle of the Storm and Fire Desert. Haven is the only major stop along the Road of Thirst (which has just a few

nomadic villages and scattered ruins along its path), and thus is extremely strategic for both merchants and armies alike. Haven is built on a desert oasis, whose water source apparently comes from a vast underground lake.

Haven is walled desert city, though its gates never close. The streets are dusty, and the buildings and homes small and built of sand bricks and stone. Wells, reaching down into the vast underground lake, are scattered through the town. In the center of Haven is the original oasis, a small, yet lush desert garden.

Haven has a substantial population, surprising for its remote location. It is a comforting relief for all travelers venturing through the hostile waste of the desert.

Commerce: All of Haven's commerce comes from caravans and merchants travelling through the desert between Flaim and Alania. No more than one or two caravans come through every week, so Haven must remain fairly self-sufficient. The main market square is the center of trade within Haven, however, the passing caravans and merchants generally set up their own temporary camps where the locals can shop for goods.

Religion: Myrii has the largest shrine in Haven, as Haven was founded by the warlike nomad tribes of Flaim. There are also shrines to Falis and Cha Za, but Marfa and Rada are not so well represented.

Services: Many travelers coming through Haven set up camp outside town. In Haven there are a large number of inns to choose from, however, these can be somewhat pricey. The Fairway Inn has a good price, as does the Nomad's Rest and the Djinni's Lamp. Haven has many taverns and pubs as well, including the Last Oasis, the Camel's Hump, the Dustbin, and the Dry Cantina.

Guilds: Haven is basically run by the Merchants' Guild, which grants many perks to passing merchants and caravans. The Mercenaries' Guild and Thieves' Guild are also present. Other guilds are non-existence. The Thieves' Guild can be located on a successful PRE + Streetwise vs. 20 roll.

Storm and Fire Desert

The Storm and Fire Desert spans one hundred-fifty kilometers. Though the surrounding lands of Flaim are also considered desert regions, the Storm and Fire Desert is a hostile wasteland of baking days and freezing night, of sandstorms and scorching heat. None would dare travel the desert alone, and only most well provisioned caravans can hope to make it across.

The city of Haven sits in the center of the Storm and Fire Desert, the only major stop along the traveled Road of Thirst. Nomads do live in the region, and they have learned how to survive in the

deadly wasteland. These nomads are rarely acceptant to strangers and are best avoided.

The best way to cross the Storm and Fire Desert is along the Road of Thirst, preferably with a large caravan. Small parties rarely make it across. Even if they are well provisioned, such parties are easy prey to nomads and bandits.

Much of the desert is uncharted, but there are two ancient ruins of note. One is the Temple of the Efreeti, located in the northern Empty Quarter of the desert. It is believed the Temple of the Efreeti has been abandoned for some time and is a remnant from several centuries ago when desert tribes worshiped the mysterious beings known as the Djinn. Seventy kilometers southeast of Haven, in the desert valley north of the Central Mountains, stands the ruins of a great tower known by nomad tribes as the Tower of the Djinni. In context, this may be related in some fashion to the Temple of the Efreeti, and the previous Djinn worshipping religions popular centuries ago.

Djinn are believed to be real by the people of Flaim, however, there have been no recorded encounters. Djinn are said to be vast and powerful desert spirits, possible demons or demi-gods, but there is no information regarding them at this time.

The Storm and Fire Desert has many unexplored regions, and there are no doubt many ruins and treasures to behold. Perhaps treasures from the ancient Kingdom of Sorcerer. For this barren desert has not always been a wasteland...

Alania

Alania was founded in the time of chaos and disorder after the collapse of the Kingdom of Sorcery. Historically, the nation of Alania is the oldest of the modern kingdoms, having been founded nearly four hundred years ago by the powerful family of Kadomos.

The Alanian Royal Family keeps close relations to the royal families of neighboring nations, usually by ties of marriage. Technically, Parn of Zaxon is in a direct line of power to the royal family of Alan. His mother, Shoriki, was a powerful member of the Kadomos household who married Tessius, a Holy Knight of Valis.

A kingdom of dwarves also exists within the borders of Alania, known as the "Iron Kingdom". This is the only dwarf kingdom presently in Lodoss. Cogon silver and dwarven steel are two well known products made by the dwarves, and these are among the most profitable commodities produced by them.

Before the war, Alania stood as a great kingdom of enlightenment, where learning and wisdom are prized above all, ruled by the wisdom and guidance of King Kadomos VII.

The greatest libraries and centers of learning were located in Alania. Alan, the capital, is headquarters of the Mages' Guild, and the libraries there are said to contain copies of all the known books in Lodoss.

Marmo attacked Alania on several occasions during the last war, but Alania never officially entered the war. Instead, King Kadomos chose to keep out of the conflict and remain as neutral as possible. Emperor Beld judged Alania to be an impotent force, and concentrated his efforts on Kanon and Valis. Marmo did invade southern Alania and made raids on numerous coastal fortresses in the north (including Fortress Myce). The southern portion of Alan is within Marmo occupied territory.

After the War of Heroes, King Kadomos was mysteriously assassinated and turmoil broke out across the land. After several years, a noble by the name of Duke Raster stepped forth to bring "order" to Alania. But Raster was allied to Marmo, and with him came legions of Marmo forces. City after city fell under Raster's control, and all of Lodoss was again threatened by a new and terrible war against Marmo.

Alan

Alan is the capital city of Alania. Alan was built on the Crimson Wave Bay, a large bay on the eastern side of Lodoss. The Port of Alan is so great that it rivals the Port of Valis.

The inner city of Alan is completely walled in, and even has a ten meter wide moat encircling it. Though there are suburbs and farmlands sprawling out for kilometers around, the main city of Alan is nothing less than a fortress. In times of crisis, the main gates are shut to all outsiders, even if they claim to be citizens of Alania.

Alan is most famous for its great libraries and centers of learning. The Library of Alania is located next to the Temple of Rada, and is operated by the priests and acolytes of Rada. This library is enormous -- a castle in itself each room and tower filled with shelves of books and scrolls both new and ancient. Thousands of books on history, art, literature, poetry, astronomy, natural science, and any other topic conceivable can be found here (however, most books on magic are at the Guild's pirate library). Books cannot be checked out of the Library of Alania, but there are many comfortable reading rooms and studies available to schools and researchers. The priests of Rada keep the Library open to the public, but it is always a good idea to present an offering or donation before entering.

There are dozens of smaller libraries and bookstores throughout Alan as well. The Academy of Alania is a school of learning where many nobles from all across Lodoss send their children to be educated. Alan is also the headquarters for the

Mages' Guild, the Guild's Library, and the Guilds' School of Magic.

Port: The Port of Alan is located on the northern shore of the Crimson Wave Bay. The port can dock six large vessels and numerous smaller ones. The port also has a large shipworks facility with many competent workers and craftsmen busily constructing new vessels of both trade and war. The Port of Alan is bustling with activity, from trade and commerce to thievery and brawls.

Commerce: Most commerce in Alan comes by way of sea or from the long roads leading into Valis and Kanon. Besides the countless market places outside the walls of Alan, there are three main markets. The largest is the Dock Market, located along the port's many docks and wharves. Here all manners of goods and products from across the lands of Lodoss can be purchased. The other major market is located along Alan's western wall, and is simply called the Market Place. In the Market Place farmers sell their fresh produce, craftsmen and armors sell their goods, armor, and weapons. The King's Castle Square is often the site of many fairs, festivals, and bazaars where merchants and craftsmen set up shop to sell their goods.

Religion: All the Gods of Light are represented in Alan. The main temple is the Temple of Rada, located next to the King's Castle. In the Temple of Rada, the priests maintain a vast public library, as mentioned earlier. Smaller shrines to Falis, Marfa, Cha Za are also placed throughout the city.

Services: Throughout Alan, and in the suburbs around the walled city, are many inns for the weary traveler. The Wayfarer's Inn is the largest full service Bed and Breakfast in Alan, but don't expect to pay less than 2 rp a night. On the opposite end of the spectrum is the Watchman's Grave, located just outside of town, and is a sleaziest, dirtiest, tavern/inn/brothel in all of Alania. As taverns go, Alan has its mix as well. Mercenaries, thugs, and ruffians tend to migrate toward the Muddy Water Hole or Ranger's Trench. For the less brawny customer, check out the Sliver Sword Pub or the Iron Mug.

Guilds: The Mages' Guild is, of course, the major guild in Alan. The Mages' Guild (or just the Guild) owns six city blocks just north of the port where stands the Guild headquarters, Guild Library, the School of Magic, and other such facilities. The Mercenaries' Guild is also officially headquartered in Alan, with a large building near the Mages' Guild. The Merchants' Guild, Traders' Guild, and Seamen's Guild all have branches located near the port. The Thieves' Guild can be located on a successful PRE + Streetwise vs. 20 roll.

Novice

Novice is a small city located at the north western border of Alan, at the edge of the Storm and

Fire Desert. Its importance lies in the trade route between Alan, Valis, and Flaim. There is only one safe pass through the Central Mountains. Novice sits on the northern side of this and is the primary stopping point for travelers venturing between Alan and Valis (see map). Novice is 60 kilometers north of the mountains, and 130 kilometers north of Addan, but the journey between Novice and Addan can take upwards of a week, due to the difficulties of the mountain pass. Travelers coming from Flaim across the Storm and Fire Desert often enter Novice as well, but this is rare, as the journey across the Desert is quite difficult.

Commerce: As one might imagine, Novice is a city founded on commerce, like Adden. Novice does not enjoy as much commerce as Adden, for Adden serves as the gateway between Valis and Alan, as well as Kanon.

Religion: There are several shrines dedicated to Cha Za through Novice and the surrounding area. Marfa, heavily worshipped in northern Alania, also has a large shrine in Novice. Falis and Rada also have shrines in this city, but strangely there is no shrine to Myrii.

Services: Most caravans making their way through Novice set up camp outside town. Novice itself has only a few inns, most of them booked full. The two largest inns are Tobol's Inn (run by the wealthy grass-runner Tobol) and the Traveler's Rest. As for taverns, drop by the Happy Hammer or the Ogre's Nose.

Guilds: The Merchants' Guild has the strongest presence in Novice. Other guilds also have local branches. The Thieves' Guild can be located on a successful PRE + Streetwise vs. 22 roll.

Zaxon

Zaxon is a small farming village in northern Alania, located in the beautiful green valley area just south of the White Dragon Mountains. Zaxon is the last waypoint for pilgrims traveling to Tarba and the Temple of Marfa. It has a small population, and is remarkable only because it was once the home to Parn, Slayn, and Etoh. Zaxon was once plagued by random attacks from goblins, but these attacks have all but stopped in recent years.

Commerce: Zaxon sees very little commerce, and is, for the most part, self-sufficient. There is commerce between Zaxon and Zelni, located thirty kilometers east on the coast, from which Zaxon gets most of its imports. The few merchants and caravans which do come through are often on their way to the Temple of Marfa.

Religion: There are a few shrines to Marfa and Falis, and many of the priest and priestess of Marfa come to Zaxon first on their missions to spread the word of Marfa's teachings.

Services: Very few. There is one major inn in Zaxon, called "the Inn". Several of the farmers and villagers do offer room and board services for travelers and pilgrims, so if all six rooms are filled in "the Inn" just ask around. Zact runs a warm tavern called the Hobbled Goblin where he has mounted on the wall the head of a goblin he killed.

Guilds: The Farmers' Guild is the only guild in Zaxon.

The Forest of No Return

The Forest of No Return is one of the most heavily enchanted regions of Lodoss. The forest lies just west of the official Alanian border, and thirty kilometers west of Alan itself. This magical forest stretches over a hundred kilometers north-south and is about thirty kilometers wide. If the forest were not so treacherous, it would make the fastest route between Alania and Valis.

But, as the name implies, the Forest of No Return is treacherous indeed. The forest is inhabited by the high elves and faerie-folk who have discovered the secrets of the forest and use its magical powers help ward away unwelcome visitors. Only high elves and faeries know the secret ways through the Forest of No Return, and only such a guide can safely usher travelers through.

There is nothing hostile within the Forest of No Return. The forest is a haven of nature, home to all sorts of peaceful animals, nature spirits, elves, and faeries. But the forest itself, being empty of harsh emotions, reacts strongly to such emotions. Travelers who do dare to venture into the forest should empty themselves of strong emotions such as fear, grief, anger, and surprise. If one does allow his emotions to come forth, the trees will react by creating an illusion. Grief stricken with the loss of a loved one, they may generate an illusion of that person. Negative emotions, such as hatred or greed can cause the trees to react violently, attacking with tendril vines which can entrap a victim forever.

The forest also drains people of their strength, as it drains out their aggressive feelings and motivation to fight. This incurs a -2 STR to all races, other than high elves and faeries, who are unaffected by the Forest's power.

Time also travels at a different rate in the Forest of No Return. It is difficult to say how time flows in the forest, it seems to be completely independent. Entering the forest, travelers can make it through in a day and find that a week has past in the outside world. On the other hand, a person might stay trapped in the forest for weeks, only to discover that a mere day has passed outside. Therefore, the time it takes to pass through the forest (assuming the traveler is not trapped forever) can take hours to days, to even weeks, and time outside will pass at a seemingly random or arbitrary rate.

The elven and faerie villages in the forest are extremely well hidden and it is doubtful any non-elf could locate these villages. Should a traveler accidentally stumble across an elven village he will never be seen again...

White Dragon Mountains

The White Dragon Mountains are located in the northeastern corner of Lodoss. The spectacular Temple of Marfa sits in the foothills of these awesome snow-capped mountains. The Temple of Marfa is a few kilometers up from Tarba, a small town devoted to supporting the Temple. The Great Temple of Marfa is a brilliant white-marble castle of pillars and shines dedicated to the glorious Mother-Goddess of Creation. The priests and priestesses of Marfa train and worship at the Temple, and here also resides Neese, the High Priestess of Marfa and one of the most respected religious leaders in Lodoss.

Here no shadows fall, and no darkness or evil can ever dare to tread. For here the Ancient Dragon Brand guards high upon the frozen mountaintops, ever vigilant against evil.

Kanon

South of Alania and Valis is the kingdom of Kanon. The people of Kanon, like Alania, were in the pursuit of arts and science, literature and poetry. After the Demon King of Marmo was slain, the people of Kanon grew complacent and comfortable in their way of life, enjoying the short few decades of peace that had come upon the land.

Kanon was completely unprepared for the Marmo invasion, led by Lord Ashram and Emperor Beld. The Marmo army struck hard, hitting Rood first and carving a swath of destruction straight for Shinning Hill. The great capital of Kanon fell in a day. With Shinning Hill under their control, and the King taken captive, Kanon surrendered unconditionally. The Marmo army then fortified their positions at the Valis boarder, and proceeded to invade southern Alania. With Kanon subdued, the Marmos were at their leisure to subjugate the smaller towns and villages. Any resistance was met with brutal force. Entire villages were burned to ash by the ruthless monsters and barbarian commanders of Marmo.

Even today, valiant warriors fight to liberate Kanon from the Marmos but have met with terrible failure. Marmo fortresses line the boarders between Valis and the unoccupied regions of Alania. The forces of Valis stand guard on their boards, ever watchful and vigilant against the great darkness that has befallen the once prosperous and glorious land of Kanon...

Shinning Hill

Shinning Hill, a city built on the foundations of an older city dating back centuries, was the awesome capital of Kanon. Upon the shores of the sparkling blue Steel Lake, the castle city of Shinning Hill was a bustling metropolis of activity and trade. The River of Kanon feeds into Steel Lake, creating a waterway for merchant ships to travel to and from the capital city of Kanon.

But it was also this waterway that was Kanon's undoing. The Marmo army marched up from Rood on land, while its fleet of warships traveled the river to strike a full-scale invasion against Shinning Hill. Within a day, Shinning Hill's walls were reduced to rubble, the army was crushed without mercy, and the King himself was captured and bound in chains. Beld established Shinning Hill as his new capital on the mainland, and from there began his plans for the systematic invasion of Alania and Valis.

Though the Marmo invasion was halted at the boarders of Kanon and southern Alania, Kanon is still occupied by Marmo forces. Shinning Hill is a plundered city, half in ruin, the other half in chaos. The temples of Falis, Marfa, and Rada are desecrated, the bodies of their priest and priestess lie dead and rotting in the shrines they stood fast to protect. The citizens who remain are slaves to the brutal Marmos, their lives forever darkened by the terrors and the pain brought by the ruthless invasion. But many still stand hopeful of the day Valis comes to liberate their once beautiful country.

Port: Golden-Copper Wharf is the port of Kanon. It once ranked among the greatest ports in Lodoss, complete the shipworks and docks for the largest of sea vessels. Now the Wharf is Marmo military port, holding a dozen warships. Steel Lake has now become a Lake of Blood where the wreckage of countless Kanon ships lie at the bottom.

Commerce: Commerce in Shinning Hill, as with most of Kanon, has been completely halted. What goods are brought in come from military caravans. The commoners still do business in the market to sell goods and buy food, but Marmo soldiers over see all transactions. Weapons are banned, and anyone seen carrying a weapon who is not a Marmo will be killed where he stands.

Religion: Religion has been abolished in Shinning Hill, save for the worship of the dark gods. The temples and shrines of the Gods of Light have been desecrated or destroyed. Priests of Kardis and Falaris are constructing new temples to their dark gods next to the castle. Here it is required for citizens to pay homage and give offerings to the dark gods. Any who refuse to worship the dark gods is pushed by death.

Services: No one travels to Shinning Hill any longer. All the inns are closed. Taverns are still open, though heavily patrolled by Marmo soldiers. There

are several taverns that serve only the soldiers, and these taverns can get extremely rowdy. The dark elves have their own privet tavern, the Drows' Hideaway, where the elves can have some peace and quite away from the rowdy human, barbarians, and goblins.

Guilds: All guilds in Shinning Hill have been destroyed. Guilds promote a free market and can threaten Marmo's control.

Rood

Rood was a port city on the southern end of Kanon. A quite fishing village with prosperous farms to the north, Rood had no way to repel the Marmo invasion when it came. Strategically, the Marmo forces destroyed a small fort just east of the town, then invaded Rood to pillage it of goods and supplies. The farmers and fishermen tried to fight the Marmo soldiers and monsters, but too little avail. Rood was sacked and burned to the ground. Little remains of this town today. The local population is currently rebuilding Rood, but there is little hope for prosperity as long as Marmo still controls the land.

The farms of Rood are still intact, but the army taxes them heavily, requiring half of all food produced in Rood to be given to the Marmo army.

Moss

The Kingdom of Moss is in the southwestern quadrant of Lodoss. Moss was once just a collection of duchies and baronies, but the Golden Dragon-Lord Mycen controlled much of northern and central Moss. With him ruled the Dragon Rider Knights, an order of royal knighthood who keep peace and order throughout the land. Under the rulership of Mycen and the Dragon Rider Knights, the people enjoyed a great deal of liberty and freedom and their lands prospered. In time, other surrounding baronies joined Mycen's domain, and soon the area became known as the Kingdom of Moss.

Dragons are well respected in Moss, for their chief leader is the Ancient Dragon Mycen. Wyvern Dragons are common, and the Dragon Rider Knights have tamed these great creatures for their rides. All sorts of other dragons roam the land and lurk in caverns, including many great dragons and countless thunder dragons. The people know, however, that not all dragons are of good alignment. Most of the dragons of Moss are good or indifferent, but wild dragons are highly unpredictable and can act hostile. The thunder dragons which roam the old ruins of Kastuul are very protective of their domain and react bitterly to unwelcome guest.

In Moss the symbol of the Dragon is represents strength and prosperity. It is impossible to avoid this fact, as nearly everything seems connected to this idea. After the unification of Moss, many cities

changed their name to fit this motif as well, and most taverns and inns use the word Dragon as well. Even the names given to children reflect this, with such names as "Drake", "Scale", or "Cave".

Dragon Breath

Dragon Breath is the "capital" of Moss, but only because it is the site of the Dragon Rider Knights' Castle. Moss does not technically have a centralized ruling body as it operates as a commonwealth or confederation (each town and city ruling itself independently). Dragon Breath was once called Hakken, a city which has always been fairly large and prosperous. The old Castle Hakken still stands on the southern side of town, but has been abandoned. Instead, the city has slowly grown northward, and the newest districts surround castle wall of the Dragon Rider Knights' Castle.

Mycen's Cave is in the mountains just twenty kilometers north, and the Ancient Golden Dragon can often be seen flying gracefully through the sky. The Dragon Rider Knights' Castle is a large stone fortress, with courtyards to facilitate the lands of wyverns. Behind the castle is a large open field where Mycen may land, though he rarely does so.

Port: Dragon Breath is about a dozen kilometers from the sea, but it is built near a river which leads down from the mountains and empties into the Western Sea. Smaller merchant vessels can navigate this river, but galleons are unable to do so. Dragon Breath has a small port, but most merchants trading with Moss use the larger ports in Dragon Scale or Dragon Eye.

Commerce: Dragon Breath is the headquarters for the wealthy and powerful Mossian Spice Mercantile. Merchants coming from Valis by way of Dragon Scale, or those entering Dragon Breath's small port, are the primary source of commerce. Merchants also come down from Raiden or Flaim, but most stop at Dragon Scale. The main market is in the center of town, and is a constant hive of activity. Any manner of goods or produce may be purchased here, including many dragon-related items. Joval's Weapon Shoppe sells many custom dragon-style weapons and armor, with ornamental dragon claw hilts, dragon-scalemail armor (+1 KD, +2 rp cost on scalemail armor), and even large dragon scale shields (a single dragon scale from a great dragon, works as a large shield).

Religion: Myrii has a large temple in Dragon Breath, and there are shrines to Falis, Marfa, Rada, and Cha Za as well. Near the center of town stands an honorary shrine and large (though 1/20 scale) statue dedicated to Mycen.

Services: Dragon Breath has a wide variety of inns and taverns, though most are prefixed or postfixed by the word "Dragon". This is a little overwhelming to visitors, though it has become everyday to the local

population. Several of the better known inns are the Golden Dragon Inn, the Wyvern's Stay, the Dragon's Lair, and Drake's Cove (the owner's name is Drake). Taverns follow in suit with such colorful names as the Dragon's Mug, the Dragon's Nest, the Griffin's Claw, and the Wyvern Tavern.

Guilds: Most of the guilds exist in Dragon Breath, including the Merchants' Guild, the Mages' Guild, the Mercenaries' Guild, and others. The Thieves' Guild can be located on a successful PRE + Streetwise vs. 22 roll.

Dragon Scale

Dragon Scale is the major port city for Moss. It sits on the eastern side on Moss, in the Highland region, on the coast of the Great Bay. Ships from Valis and Alania often stop here, and before the Marmo invasion, many merchants from Kanon as well. Traders from Raiden stop at Dragon Claw or Dragon Eye.

Dragon Scale was once called Gyenon, capital of the old Barony of Gyenon, which is now the Highland Duchy. The sage Wort is said to have been born in Gyenon, but such is only rumor, and may be only a fabrication of the locals of Dragon Scale.

Port: The Port of Dragon Scale, know by mariners as the Dragon's Port, serves as the major port for most of Moss. Moss is handicapped in that it is an extremely mountainous region, and coastal cities are uncommon. Moss has a small navy, seeing little need to maintain a presence at sea. The Dragon Rider Knights are quite mobile, and can make far better time flying across land and sea than any caravan or ship. Moss's limited navy is stationed at a fort just a few kilometers south of Dragon Scale, and is constantly on alert for pirates and Marmo ships.

Commerce: Commerce between Valis and Moss is booming. Merchants and caravans regularly travel the main road from Roid, and the armies of both nations take great pains to keep this road free of bandits. The main market in Dragon Scale is located on the northern side of town, and as in Dragon Breath, many dragon related items may be purchased here.

Religion: Falis has a glorious temple in Dragon Scale, as does Cha Za. There are also a smaller shrine for Marfa and Rada.

Services: Inns are available for travelers throughout Dragon Scale. The best bed and breakfast in Dragon Scale is Slumbering Dragon Inn. Travelers may also find Fair Night Inn and Dragon Port Inn quite a comfortable stay as well. For taverns and pubs, drop by the Dragon's Den, the Jackal's Pub, or the Witch's Brew.

Guilds: The Merchants' Guild and Mages' Guild both have large facilities in Dragon Scale. The Mercenaries' Guild, Traders' Guild, and a few other guilds also have guildhouses in Dragon Scale. The

Thieves' Guild can be located on a successful PRE + Streetwise vs. 20 roll.

Wildlands

West of Flaim and Valis, and north of Moss, is a region of land unclaimed by any nation. These are the Wildlands, an area of foreboding mountains and vast plains. Scattered villages lie isolated through the Wildlands, but for the most part the area is unpopulated. The Fire Dragon Shooting Star once plagued these lands, and was the primary cause for its severe unpopularity.

Fire Dragon Mountain is the most renowned location in the Wildlands, but the Silent Swamp and Castle of Karla are also great landmarks, being close to the borders of Flaim and Valis. Raiden is technically part of the Wildlands, but deserves its own separate section.

Fire Dragon Mountain

In the northern mountains of the Wildlands, near Raiden, is the great active volcano Fire Dragon Mountain. Fire Dragon Mountain has been in a constant state of activity for as long as anyone can remember, but has never erupted violently.

The Ancient Dragon Shooting Star lived in Fire Dragon Mountain, but the demon dragon is currently believed to have perished. Shooting Star lived within the volcano itself, but hoarded his treasure in a vast cave on the south side of the mountain. The caves are old lava tunnels, and one such tunnel leads out to the eastern side of the mountain, and is popularly know as the Dragon's Pass. Adventurers who sought to slay the dragon often took this tunnel to enter the volcano, but Shooting Star had the tunnels heavily boobytrapped.

Shooting Star's treasure is thought to have been lost when part of the volcano collapsed. Adventurers may seek this treasure, but any expedition may be fruitless. And such adventurers may in fact discovered that the Demon Dragon is not quite as dead as some believe...

Silent Swamp

The Silent Swamp and Rain Lake are actually the same body of water. The Castle of Karla is located on the northwestern side of the swamp. The Silent Swamp is filled with all the putrid life of swampy regions, including snakes, reptiles, and lurking monsters. The pass from Flaim to Valis crosses close to the Swamp, and at one point actually crosses the eastern edge of the Swamp. This is considered the most dangerous stretch of the journey from Flaim to Valis, and was in fact where Kashue first encountered Karla.

Castle of Karla

The Castle of Karla sits on the northwestern side of the Silent Swamp. It is often deserted and stripped of anything of value. Much of the castle is flooded and filled with filth. Many snakes and dangerous reptiles have made it their home here. Even when Karla is present within the Castle it remains rundown and seems uninhabited. Despite the belief that the Castle contains a vast treasure of magically items, adventurers are advised to steer well away.

Raiden

Before the City of Raiden was founded, the inhabitants of the northern lands led a simple life of farming and fishing. Piracy in the Northern Sea has been a continuous bother for hundreds of years, and many coastal settlements were first built as pirate ports. Seven hundred years ago, when Lodoss was united under the power and influence of the Kingdom of Sorcery, the Kastuulian army was able to put a temporary halt to the pirates of the Raiden region.

During the turbulent times when Kastuul began to collapse, wars and rebellions raged across Lodoss. Raiden, a remote and distant region of Lodoss, soon became an exile country, where dissidents and criminals were deported. For the crimes of theft, debt, and military desertion, the sentence was often deportation to Raiden, a country that was still wild and largely unexplored. Rebels and others who resisted the reign of Kastuul were deported to the Great Straight Cliff on the northwestern coast, simply being drop off the ship and abandoned there. Many did not survive, but with the help of renegade pirates, the dissidents helped build a castle and created a thriving pirate community.

On the shores of the Bay of Raiden a large port city was slowly being built. Where there was once farmland, there were now heavily populated villages. Where once small fishing boats sat, now came great caravels burdened with a human cargo of rebels and criminals. The Port of Raiden was built to help receive then new arrivals, but in time the port came under commercial use as merchants and traders came to sell their goods to the "criminals" of Raiden. When civil war broke out, the Kingdom of Sorcery collapsed, dozens of small states, and kingdoms formed all warring with each other for territory and resources. Raiden, however, was already a sovereign state, even at the pinnacle of Kastuul's power. Being such, and being as remote and independent as it was, Raiden never saw the chaos and turmoil that strated the lands of Lodoss.

Raiden prospered as Lodoss burned. Its wealth as a free state became staggering. Merchants from Alecrast traded with the port of Raiden, bringing gold and exotic goods from those

distant, unknown lands. Raiden was destined to become the economic superpower of Lodoss.

Free City of Raiden

*"Come thou to the city of anarchy,
Come thou to the city of kings.
Walk ye her streets of ruin,
Walk ye her streets of gold.
Welcome to the City of Chaos
Welcome to the City of Raiden!"*

- Maar, Grass-Runner Bard

Centuries ago, the city of Raiden was founded by the ancient Kingdom of Sorcery, Kastuul. But founded not as a town for the prosperous, Raiden was a deportation point for dissidents and criminals. And yet, when the Kingdom of Sorcery fell, only Raiden remained, and still stands as last city of Kastuul. The oldest standing city in Lodoss, Raiden has buildings and temples as old as seven to eight hundred years, some say even a thousand years old. There is no other city in Lodoss like it, and some say there never will be again.

In the ultimate paragon of irony, Raiden, once a town of common criminals and rebels, has turned itself into a sprawling city of unparalleled proportions. As if a dozen walled cities had grown together into one, the maze of its streets and roads, the disordered jumble of its towering walls, and its architectural diversity representative of every from in Lodoss past and present, Raiden is a city so enormous it is difficult to imagine. Raiden is a city without a king. No one claims to control Raiden, for the city has become an entity unto itself. Indeed, it is a city anarchy, yet even here there is order.

For nearly five hundred years the merchants of Alecrast have traded solely with Raiden. Raiden has thus become an exceedingly wealthy town, but as always, only a select few control the greater portion of the wealth. The great Maritime Mercantile, one of the primary Alecrastian import trade companies, has a gold coinage mint where the famous gold currency coin the Raiden Piece (rp) is minted, and accepted as the currency standard throughout all of Lodoss.

Merchants and traders from all across Lodoss come to Raiden to trade with each other as well as the grass-runner merchants from Alecrast. The city is a literal hive of commerce and trade, far more so than even Addan. For in Raiden there are no taxes, there are no tariffs -- only goods, commerce, wealth, and ambition. Everything is for sale in Raiden, and *anything* can be purchased for a price. There are no laws, thus murder and theft are common place. Those who live in Raiden, born and raised in the City of Freedom, have learned that to survive you must be either a master or a slave. Those with money can buy protection, those without

must place themselves under the protection of gold baron or mercantile.

The gates of Raiden stand ever open, ready for all who wish to enter. But think not of coming without a sword in hand, for in Raiden modern business *is* war.

Raiden is a city of constant change. It is dynamic, alive, and ever vibrant with an energy and power all its own. Some say Raiden is evolving by leaps and bounds, and its culture is so far removed from anything else in Lodoss it is hard to imagine. Raiden is the melting point for all the lands and people of Lodoss and distant Alecrast. As the famous grass-runner⁷ bard Maar once sung, Raiden is a city of great chaos, and yet, a city of even greater freedom.

People of Raiden

There is no census in Raiden, but some have estimated the population of Raiden to be over twenty thousand (extremely large by Lodoss standards), all urban and discounting the farms and surrounding villages (such as Hishi and Honto). Raiden has a diverse racial population, though even here humans still constitute the majority. Dwarves, dark elves, grass-runners, and even goblins can be found in Raiden. High elves rarely come to Raiden, but there are always at least a few to be found here, usually looking to purchase a special item from Alecrast. The diversity of races has caused problems, and as can be expected, the dwarves and dark elves have carved out their own small niche of the city. Goblins who come to Raiden are often looked down upon, even though such goblins are the few intelligent and innovative ones of their race. Grass-runners come only to Raiden on business, and generally come with enough money to do as they please.

Port of Raiden

Raiden has the largest port on the island of Lodoss, and some say the entire world. The wharf and docks span the entire Bay of Raiden and down part of the Blazing River. Countless port companies own the various docks, and most charge a steep price for usage of the docks and port facilities. Many merchants simply anchor their ship in the middle of the bay and take their goods to shore by small boats (though this causes severe traffic problems in the bay). The Maritime Mercantile owns the largest facility, but uses it primarily for their own ships. Expect to pay 30 gp a day to keep a small boat docked, while docking a carrack or galley could cost over 10 Raidens a day!

The Raiden Shipworks is a large shipbuilding company located on the eastern side of the Bay. The Shipworks build countless small boats, and at least a dozen large ships every year. Most are bought by the various mercantiles or Alecrastian traders, but Flaim also buys some of their ships.

Because there are no real laws in Raiden, it is perfectly legal for a pirate ship to enter the port and dock. A pirate ship could even attack another ship in the middle of the bay. This rarely happens, however, because most of the merchant ships that come to Raiden are heavily armed, and there are always a few privateer warships in the Bay. A known pirate ship would not last one minute pulling into the Port of Raiden.

The merchants who come to Raiden by sea are well aware of the two major pirate outposts, one on Blue Dragon Island, and one at the pirate fortress on the Great Straight Cliff, and avoid these areas. Nevertheless, these pirates prowl the shipping lanes from Alecrast and from the southern and eastern sides of Lodoss. Thus, many ships coming to Raiden travel in large groups, or are escorted by privateer warships.

Religion in Raiden

Depending on how one looks at it, either Raiden has no religion, or it is the ultimate form of religious freedom. Anyone who comes to Raiden is free to worship however they chose, be it sacrificing screaming victims to Kardis or blessing the needy in the name of Falis. The only real temple is the Temple of Cha Za, where many merchants go to give offerings to their patron god. The priests who run the Temple of Cha Za are extremely wealthy.

Services in Raiden

There are more inns, taverns, and pubs in Raiden than any other place in Lodoss. A famous place of interest is the Sea Dragon Restaurant, overlooking the bay of Raiden from a high hill on the coast. You can often find Raiden's most popular celebrity, the Song Princess Lucia, performing at Sea Dragon Restaurant. The Black Pearl, the Grass-runner's Loft, and the Lighthouse are also exceedingly good restaurants, though not too fancy for the common patron.

There are more taverns and pubs than can be counted in Raiden, and new ones open every day. A few of the more colorful taverns are Castaway's, Barrels of Ale, Seaman's Mug, and Crossbones Tavern. One of the stranger clubs, located in the darker side of town, is known as the Black Raven -- here the patrons dress in a similar fashion to Karla or Ashram. Some say the owners of the Black Raven are actually vampires... but these are of course just rumors.

As one could imagine, *any* service is available in Raiden, no matter how exotic or "illegal". Prostitution is an open and thriving business. Money can buy you anything in Raiden, no matter how pleasant or terrible, normal or perverse. If you can think it, Raiden has it.

Guilds in Raiden

There two major guilds in Raidens are both diametrically opposed and both headquartered here. These are the Merchants' Guild and the Thieves' Guild. The Merchants' Guild is "officially" headquartered in Adden, and unofficially so in Raiden. This is because the Maritime Mercantile is the primary supporter (some say owner) of the Merchants' Guild. The Raiden headquarters, however, is not recognized by the other nations of Lodoss because of certain guild taxation laws. But as far as merchants are concerned, Raiden is *the* headquarters of the Merchants' Guild.

The Thieves' Guild is known to have an influence in many city, and in those cities the Thieves' Guild is hidden in secret places, usually in the sewers or underground tunnels. In Raiden however, the Thieves' Guild location is well known, though it is located in the rougher, darker side of town where "good citizens" shouldn't be anyway (of course, "good" is meaningless in Raiden, and there are no real "citizens").

Other guilds in Raiden include the Mercenaries' Guild, the Rangers' Guild, the Seamens' Guild, the Mages' Guild, and several others.

Great Straight Cliff

The Great Straight Cliff was once part of a mountain range on Alecrast. When Marfa split Lodoss from Alecrast, the land separated across this mountain range, creating a shear cliff on the northwestern side of Lodoss, known simply as "the Great Straight Cliff". This Cliff drops off sharply into the ocean, and is nearly twenty-five hundred meters high!

There is a small stretch of beach at the base of the cliff, formed mostly from fallen rocks and fine grains of sand washed up from the sea. During the Kingdom of Sorcery rebels and dissidents were drop off along his remote beach as a form of exile. Many died here, and this area became known as the Beach of Bones. As Kastuul declined, pirates once more terrorized the seas. Those rebels who did survive on the Beach of Bones worked with these pirates to build a massive fortress at the base of the Cliff, literally carving it out of the rock itself. The many caves and water coves along the cliff became ports to many pirate vessels.

Today, most of the pirate activity in the Northern Sea originates from either the Pirate Fortress at the Great Straight Cliff, or from Blue Dragon Island, and many pirates patrol between these to locations hunting for their pray. The stone fortress is heavily armed, and has successfully driven back fleets from Valis, Flaim, and Moss. The watery caves in the cliff lead into hidden cavern ports bustling with pirate activity. These cave ports are

large enough to hold carracks (the common pirate ship), and some even galleys.

Mariners should steer well away from the Great Straight Cliff.

Blue Dragon Island

Blue Dragon Island is located just north of Lodoss, off the cost of Raiden. The Water Dragon Abram (who is actually green, not blue) inhabits the reefs and underwater caves of Blue Dragon Island, and this posses an extreme hazard to ships traveling between Lodoss and Alecrast. Generally, ships steer clear of Blue Dragon Island, but Abram often swims a great distance from his home to attack merchant ships.

Pirates who know the comings and goings of Abram often make base on Blue Dragon Island, or the small islands surrounding it. Crossbone Island and Skull Island are two such islands. Both of these islands have a rudimentary pirate port, deserted most of the time, but still frequented by pirates and adventurers alike. Many treasure hunters go to explore Crossbone and Skull Island in the search of buried pirate treasure, but most never return.

Mariners should be warned, a dangerous coral reef lies on the southern side of the Island. Unless you have a very accurate pirate map of the area, all approaches to the lands should be from the northeast, but this might attract Abram's highly unwanted attention.

Blue Dragon Island itself has several areas of note. On the northern side of the island is Blue Dragon Cave. There are two entrances to this cave. One is underwater on the northern cost of the island, which Abram uses to enter and leave from his watery cavern domain. The other is this surface cave which leads through many tunnels and caverns, and finally down to the black underwater sea where Abram lurks. The underwater sea is connect to the ocean, and somewhere in its depths is Abram and his vast treasure.

The Faerie Woods are on the eastern side of the island, and are said to be home of many faerie spirits. Their may also be a few lost dark elf villages in the woods as well, so travelers should be cautious. The island it quite mountainous, and wyvern dragons make their nests on the northern coastal cliffs. These wyversn are wild, unlike the wyverns of Moss, and should be avoided. The mountains at the south are home to many griffins.

Marmo

The dark island of Marmo lies just thirty kilometers off the southern cost of Kanon. Marmo is primarily inhabited by goblins and dark elves, but many humans and kobolds also live in this sinister land. Marmo is plagued by war and chaos, and has

only one major city, Salbad, which is basically an anarchy. The Dark Forest is populated by dark elf villages, and it is inadvisable for anyone uninvited to trod into the Dark Forest's foreboding reaches.

Castle Conquera is located near the center of Marmo, just south of Salbad. On some maps these two landmarks are backwards, but this is simple a cartographic mistake. Salbad is on the northwest side of Marmo, and the Dark Temple is in the center.

A black cloud forever hangs over Marmo, cast by the ever-present shadow of Kardis's slumbering presence. The island is constantly under the veil of night or twilight, and never once has the sun show across its cursed lands. Until the presence of Kardis is completely eradicated, Marmo will be trapped in an eternity of darkness.

Dark City Salbad

Salbad, the Dark City, is located on the northwestern side of Marmo. The city is in a state of anarchy, where gangs of humans, dark elves, and goblins fight over territory, resources, and scraps of food. A few districts of Salbad are fairly stable, protected by powerful sorcerers or prominent goblin lords. When a major force does take charge over Marmo, such as was the case with Beld, Salbad falls under military control. As a police state, Salbad is actually safer than some cities in Lodoss.

Port: The port of Salbad is currently deserted. Most of the Marmo warships are stationed along the northern coast, or are in the ports of Kanon. No merchant ships visit Salbad, they would just get sacked and burned.

Commerce: Salbad receives little commerce. Bandits from Salbad often bring in goods for their gangs or warlord, and can be attacked by other gangs, but this is not true commerce. It is anarchy economics (aka "survival of the fittest").

Religion: The worship of Falaris and Kardis are practiced within Salbad, and the shrines these dark gods are about the only structures in Salbad which

remain undamaged. Priests of Falaris and Kardis can be seen daily parading sacrifice victims through the city, and chanting their dark rites. Many warlords and soldiers of Marmo visit the shrines of Falaris and Kardis to pay homage to their gods.

Services: Services in Salbad are unavailable. There are taverns and pubs, but these are generally controlled by gangs or goblin tribes, and should be avoided by non-members.

Guilds: There are no guilds in Salbad.

Castle Conquera and Temple of Kardis

In the center of Marmo is an enormous Castle, standing in a black mire littered with corpses and scattered bones. The dark Castle Conquera casts its sinister shadow across the land of Marmo. It was built many years ago by dark elves and goblins. This site was chosen for it was the center of the evil presence which resonates from Marmo, and the priests of Falaris and Kardis believed it was their god calling unto them. In fact, this spot was the resting place of Kardis, Goddess of Destruction.

Many years later, the cults of Kardis constructed the Temple of Kardis in the tunnels and catacombs far beneath Conquera. Here they discovered Narse, and were careful not to wake him, and further down still a vast cavern chamber where the presence of the dark goddess was the strongest. Here they built the Temple of Kardis.

After the failed resurrection of Kardis, Conquera was destroyed when much of the cavern collapsed. The Temple of Falaris still stands on the surface, and is used by both the priests of Falaris and Kardis in the worship of their gods.

GUILDS AND ORGANIZATIONS

Guilds

Throughout Lodoss are many groups and organizations, the most powerful of which are the mighty Guilds who exert their influence across the land with a mighty invisible hand. Some guilds, such as the Mages' Guild and Merchants' Guild have a strong organizational structure, while others, such as the Thieves' Guild, are loosely organized by virtue of necessity.

Joining a Guild

Membership in a guild is considered a Membership Perk, which costs the character a number of Option Points (see the chapter of Characters). For instance, having a Level 2 Membership in the Merchants' Guild would cost the character 4 OP (at 2 OP per level for Membership). At character creation, the character may be given any Membership level in a guild, and must of course pay the full OP cost for that level. After character creation, a character may join a guild at anytime (though some guilds are highly selective), but must often pay an initial fee to join, and may have to go through an initiation or test to judge if he is worthy.

Later, a character may increase his rank in the guild by purchasing additional levels of Membership and paying the OP cost. However, it is necessary to role-play the ascension in rank, especially if it involves a ceremony or other type of initiation. Many guilds simply promote people after a certain number of years, or when their socioeconomic status changes (this cost no points).

Also, a GM can reward players by granting them Memberships, or automatically increasing their Level in a Guild (or Organization) after missions, or when their characters begin to become famous.

Merchants' Guild

Cost: 2 OP per Membership Level

The Merchants' Guild is probably the most powerful of all the guilds, though the Mages' Guild is its strongest rival. The Merchants' Guild is "officially" headquartered in Adden. Adden is a major center of trade, the Merchants' Guild Adden Headquarters only exists due to political circumstances between Valis and Alan. If asked, any merchant would tell you the Guild's real headquarters is in Raiden, and for obvious reasons. The Maritime Mercantile is the primary supporter (abet, the owner) of the Merchants' Guild (as well as several other guilds).

Membership in the Merchants' Guild is quite easy to come by. The Guild owns buildings in every

major city, and has branch offices in nearly every township. All that need be done is for a potential member to fill out a short form and pay a fee of 100 gold (or 1 Raiden), which is non-refundable. There is a limited background check down with the local authorities. If accepted, the guild clerk will get back to the potential member and have him finalize the membership process, which requires the first payment of the membership fee (usually 5 Raidens), and he must also pay 2 Option Points to gain 1st Level Membership. If rejected, the subject will not have the initial processing fee returned to him.

Yearly membership fees are 5 Raiden per Membership Level. That is, for 2nd Level the fee is 10rp a year, for 3rd level it is 20rp, etc. All members are furthermore required to pay 1% of their total earnings to the Merchants' Guild Treasury, though many members cheat severely on this rule, as earnings are hard to prove (but those who are caught are expelled). If the member fails to pay, he will be given notice, and allowed to "deferred payment" a number of months equal to his level. If he still does not pay by then, his rank will be docked down each additional month. When his rank is docked to 0, he is expelled. Certain high-ranking members are, however, immune from being expelled (but all of them are Merchant Lords of Maritime Mercantile).

To increase one's rank, the member must go before a tribunal and is interviewed. If it is determined that he is a merchant of sufficient station and ability, he will be granted the next level. If not, he must wait one year before trying again. The membership fee will increase in suit, and he must pay 2 more OP, per level gained. Level 8 is the highest any non-Merchant Lord can achieve. All Merchant Lords of Maritime hold the Level 9 rank, and the Baron of Maritime Mercantile holds the only 10th level rank.

All Members of the Merchant Guild receive a letter from the Guild each month outlining the "suggested" pricing and trading strategies, setting prices on certain goods and services to both drive down outside competition and help deepen the members' pockets. For instance, silk from Alecrast may have its price "fixed" to a high value by the guild, or the price of iron may be driven below its market value to eliminate riving competition.

Each member has voting power equal to his rank squared (Level 4 has 16 votes), and can vote on all decision, including the pricing and trading strategies of the Guild. Other benefits of high rank include the ability to purchase "at cost" from the guild or from any member of lesser rank.

Mages' Guild

Cost: 3 OP per Membership Level

The Mages' Guild is headquartered in Alan, the primary center of learning in Lodoss. Only mages can join, and their level of power determines their rank. That is, a mage with a 5 MAGE can have a Level 5 Membership in the Mages' Guild, but no higher (there are certain exceptions). He may also start out at a lower rank, if he is financially unable to support a high rank, but can increase this at any time. Exceptional mages, such as those of heroic stature, or famous by their deeds, discoveries, or writings of great books, can be rewarded with "Free Ranks Levels", with no fee obligation attached. For instance, a mage with a 5 MAGE and at 5th Level membership could be granted a Level 7 membership, but would only pay 50 Raidens.

Yearly membership fees are 10 Raiden per Membership Level, with most of this going to maintenance of the libraries in Alan, and other resources. That is, for 2nd Level the fee is 20rp a year, for 3rd level it is 30rp, etc. If the member fails to pay, he will be given notice, and allowed to "deferred payment" a number of months equal to his level. Other extensions can also be made. Membership also costs 2 OP per Level.

All members of Rank 3 or greater have free access to the libraries in the Mages' Academy in Alan, though they must still pay to actually purchase a book or tome. Members of Rank 2 can be granted limited access, but must pay an addition library fee of 5 Raidens a year, and only have access to limited texts (about 40% of the archives), or they must be escorted by a Rank 4 member or higher. Rank 1 members have no access, but can still buy books. They may only enter the libraries escorted by a Rank 4 member or higher.

Mages' Guild members often meet and freely trade information with each other, sharing ideas, spells, and tips of their trade. This is a big part of being a guild member, and not participating with other members is looked down upon, though it is understood that many wizards are solitary by nature.

Only Sorcerers and Wizards may join the Mages' Guild. Shamans and Priests use a radically different magic system, and users of Demonic magic are absolutely intolerated (in fact, Wagnard was kicked out because of this).

Thieves' Guild

Cost: 2 OP per Membership Level

Not to be confused with the Shadow Guild of much more devious renown, the Thieves' Guild is harmless in compare. Yet, the Thieves' Guild is criminal by nature, and is considered an illegal organization.

The Thieves' Guild is very loosely organized, with each group operating on its own, city by city.

Similar to the Shadow Guild, the Thieves' Guild maintains contact between its groups and members through secret contacts and codes. The largest Thieves' Guild group is in Raiden, and thus Raiden is considered the Thieves' Guild headquarters. Though many believe the Thieves' Guild and Shadow Guild are related, they are in fact bitter enemies. The philosophy of Thieves is to "take silently from those who carelessly leave property unguarded". If they wanted it, they would guard it. Thieves do not believe in blatant murder. The Shadow Guild specializes in murder. But, the Thieves' Guild is loosing the battle for the control of the underground of Raiden, and may soon abandon the town. Should such happen, Raiden might be overrun by brutal thugs and crime lords.

The Thieves' Guild, as the name implies, is made up by thieves. However, many thieves see such an organization as a dangerous risk which they want nothing to do with, preferring to operate alone. Nevertheless, thieves and other rouges often join the Thieves' Guild simply to make underworld contacts. Every cell is comprised of groups of thieves who trade in secrets, techniques of thievery, and often pair up to make heists. These groups are part of the Thieves Guild, and are both the most well known, yet the most harmless of all the groups in the Thieves' Guild.

Membership in the Thieves' Guild is tricky, but not as impossible as it is with the Shadow Guild. Members must make contact with the Guild (a Heroic Streetwise roll), or have an actual Contact. If the candidate is judged to have sufficient rogue skills, and does not appear to be a lawman, he will be allowed to join (it costs 2 OP per level). There are no fees, but all members are expected to help other members, offer their skills, and teach various techniques of thievery. Often, three or four thieves may band together for a large heist.

The Shadow Guild

Cost: 3 OP per Membership Level

Of all the guilds the Shadow Guild is the most difficult to enter and the most dangerous. All members are criminals, and may cities consider the Shadow Guild to be not merely a gang of criminals, but a silent organization conspiring to overthrow their government. They may be right.

Like a twisted version of the Merchants' Guild, the Shadow Guild operates in a diversity of operations, including smuggling, gambling, racketeering, and shadow missions. Oddly enough, the extent of the Shadow Guild's operations is unknown even to it's own members. Operating in decentralized "cells" within cities and towns, without a specific leader, few know the true scoop of the Shadow Guild.

The Shadow Guild is headquartered in Raiden, and this is where the Masteros resides, though he does not claim to be the leader of the Shadow Guild. Clearly, there is no leader. The darkest of guilds is scattered in pocket cells across Lodoss, each city or town with its own independent cell. Each cell has its own members, but these members can network into cells in other cities through a series of secret contacts and code words. The Shadow Cells operate in their own unique ways, and each has an appoint leader, called a Directant or Proctant (it varies). These cells are deeply hidden in the city. Usually, there is no specific Guild Hall, rather, the members meet in secret, usually in houses, stores, or facilities owned by the Directant or other members.

Joining the Shadow Guild is exceptionally difficult. Potential members must have an underworld contact, or at least make a successful Incredible Streetwise roll (vs. 26), made only once a year. When accepted, all new members are at Level 1. Rank levels are meaningful only in that one of higher rank can order another member of lower rank. Ranks can only be appointed by the Directant (or Proctant), or by murderous succession (that is, kill the next man up and you jump rank). Murderous succession is rarely done, however, as the Directant will generally knock-off over-ambitious members who may be a threat to his position. There are no dues or fees, however, all members must totally dedicate themselves to the Guild.

Higher up are the organized criminal structures with many powerful "merchants" who run crime circles, gambling halls, brothels, and control smuggling operations. Illegal goods and information can often be bought from these crimelords and their henchmen. Every city has a black-market or criminal underground, and in most cases, these are controlled totally by the Shadow Guild.

The most secret circle of the Shadow Guild is the Cult of Assassins. The Assassins are a group of highly skilled fighters, trained in intrigue, espionage, shadowing, and ninjitsu-style martial arts. Their numbers are unknown, but their reputation is so terrible they are feared even on Marmo. Assassins can be hired from the Shadow Guild, but are horribly expensive, often costing hundreds of Raidens for a single mission. But such assassins rarely miss their target. But do not be deceived, for they have little honor, and are loyal only to the Masteros himself.

Mercenaries' Guild

Cost: 1 OP per Level

Another common guild is the Mercenaries' Guild. The Mercenaries' Guild serves as a sort of "middle-man" between mercenaries and prospective clients. Merchants, armies, or kings wishing to hire mercenaries can send a job request to the

Mercenaries' Guild, and the guild will, in turn, post the job for mercenaries to review. Mercenaries in need of employment can drop by their local Mercenaries' Guild office and review their list of prospective jobs and clients. The Guild will further set up meetings between the mercenary and the client, and help finalize the contract itself.

In turn, the Mercenaries' Guild will take a cut of the mercenaries' fee. There is no other monetary obligation for members. However, it still costs 1 OP per level to have Membership with the Mercenaries' Guild.

The higher the Membership rank in the Mercenaries' Guild, the more likely you are to get a good contract, and the more likely the client will choose you over another mercenary. The GM should determine how this works to suit his campaign.

Traders' Guild

Cost: 1 OP per Membership Level

Similar to the Merchants' Guild, the Traders' Guild is also concerned with trade and commerce. However, the Traders' Guild is less powerful, and wants little to do with politics. Nevertheless, it is about the only direct competition the Merchants' Guild has. Many merchants have Membership in both the Merchants' Guild and the Traders' Guild.

Each level of Membership in the Traders' Guild costs 10 Raidens per year, and unlike the Merchants' Guild, does take a cut of the merchants' revenue. Members receive information on economic trends, updates on where certain goods are in high demand and where other goods are in low demand. Less devious than the Merchants' Guild, the Traders' Guild does not try to actually control the market, and actually works to counteract the activities of the Merchants' Guild.

Each member has voting power equal to his rank squared (Level 4 has 16 votes), and can vote on decision which concern the Traders' Guild's activities. Other benefits of high rank include the ability to purchase "at cost" from the guild or from any member of lesser rank.

Sages' Guild

Cost: 1 OP per Membership Level

Not to be confused with the Mages' Guild, the Sages' Guild has little, if anything, to do with magic. The goal of the Sages' Guild is to "Preserve Knowledge" and pass it on to others. Even so, many mages are members of both guilds.

Each level of Membership in the Sages' Guild costs 2 Raidens per year. Each member has voting power equal to his rank squared (Level 4 has 16 votes), and can vote on decision which concern the guild's activities. Rank also determines seniority, and the higher the rank the more access to "restricted" information is granted.

The Sages' Guild owns and operates many libraries and centers of learning across Lodoss, and is headquartered in Alan. The Sages' Guild specializes in non-magical related knowledge and wisdom, including the study of mathematics, philosophy, history, natural sciences, and medicine. Most teachers, and many students, are members of the Sages' Guild.

Rangers' Guild

Cost: 1 OP per Membership Level

Headquartered in Raiden, the Rangers' Guild is owned and operated by the elite Scouts of Raiden, sworn protectors of the Free City. Membership in the Rangers' Guild is membership with the Scouts of Raiden (so you do not need to get both).

See **Scouts of Raiden** for more information.

Warriors' Guild

Cost: 1 OP per Membership Level

The Warriors' Guild, headquartered in Roid, serves as fraternal order of warriors, fighters, and knights. Membership is, however, restricted to veterans of the Army of Valis. Anyone who has fought for Valis in a war may join. Recently, the Warriors' Guild has allowed soldiers from Flaim and Moss to join, but are still not considering soldiers from Alania, as Alania refused to aid Valis in the recent war against Marmo.

Heroes are honored in the Guild, and the Guild's Hall of Heroes is decorated with statues and honorary plaques. The Hall of Heroes is always open and many warriors come here for camaraderie and to reminisce on battles won and lost. Once a year, the Guild holds a grand banquet, free to all members. This banquet has been known to get extremely rowdy, but few are ever seriously injured.

Each level of Membership in the Warriors' Guild costs 2 Raidens a year. Rank actually means very little in the Warriors' Guild, but typically signifies the warrior's status as a soldier or knight. That is, foot-soldiers hold a low Membership level, where as knights, noblemen, and military leaders hold a higher Membership level.

Seamans' Guild

Cost: 1 OP per Membership Level

Also called the Sailor's Guild, the Seamans' Guild is to the navy what the Warriors' Guild is to the army. The Seamans' Guild is headquartered in Valis, on the Great Delta Island, in the small township located there. Like the Warriors' Guild, the Seamans's Guild is primarily for seaman of Valis. However, they are becoming more merchant oriented, and allow merchant sailors and sailors from nations allied to Valis to join as well, being far less militaristic than the Warriors' Guild.

The Seamans' Guild works to help insure that merchant sailing vessel are up to specs, and that sailors are being treated and paid fairly. Each level of Membership in the Seamans' Guild cost 1 Raiden a year. Rank in the Seamans' Guild only signifies the sailor's status in the navy or merchant vessel.

Workers' Guild

Cost: 1 OP per Membership Level

Founded originally to help the peasantry, the Workers' Guild has since grown to encompass a wide category of the working class, including general laborers, smiths, builders, and craftsmen. The Workers' Guild tries to insure that work conditions are reasonable, workers receive fair pay, and no one is exploited.

Membership in the Workers' Guild costs an annual fee of 1 Raiden. Rank carries little meaning, so few members other than the council heads have a Membership above Level 1 or 2.

Farmers' Guild

Cost: 1 OP per Membership Level

The Farmers' Guild is a loosely structured guild, of which there is no clear direction or leadership, but their intention and purpose is quite clear. The Farmers' Guild seeks to help farmers in their business and better their livelihood. This is done by insuring proper wages, slight regulation of prices and products, other such services.

The Farmers' Guild also publishes a yearly almanac predicting weather, harvest times, astronomical events, and other useful information. This almanac is free to all members, but non-members may still purchase the almanac for 60 gold pieces.

Membership in the Farmers Guild costs an annual fee of 1 Raiden. Rank carries little meaning, so few members other than the council heads have a Membership above Level 1 or 2.

Organizations

There are countless organizations in Lodoss, ranging from secret cults, to mighty mercantiles, to knightly orders. You must have a Membership in an organization to be a member, just as for guilds, but these organizations are often structured far differently than guilds. Few organizations charge a membership fee, as members are expected to work for the organization as employees (with the exception of Knighthood, which is, in fact, a title). The Shadow Guild, though classified as a guild, could probably be classified as an underworld organization.

Orders of Knighthood

Cost: 2 OP per Membership Level

Orders of Knighthood are many in Lodoss. Each nation -- Valis, Alania, Moss, Flaim, Kanon, and Marmo, have their own orders of knighthood. For the most part, knighthoods are recognized universally, so an Alanian knight's title bears the same legal and noble weight in Valis. A knight of the 6th Order (Membership Level 6) is legally equivalent to a Lord. An 8th level is equivalent to a Marquis, and a 10th level is equal to a Baron.

There is only one 11th level Knighthood Order, Knight of Lodoss, and it is a special case (a title currently held by Parn). There can be only one Knight of Lodoss, appointed jointly by the King of Valis and the King of Flaim.

Below are some sample orders, and their levels. When a knight advances in level, his Order designation changes. There maybe other orders, which the GM can create as he sees fit. All these orders are prefixed by "Knight of the..."

Lvl	Knight of the...	Nation
1	Order of the Guard	Valis
1	Order of the Joust	Alania
1	Order of the Gauntlet	Valis/Alania
1	Order of the Cloud	Moss
1	Order of the Arms	Flaim
1	Order of the Mount	Flaim
1	Order of the Golden Helm	Kanon
1	Order of the Holy Altar	Valis/Alania/ Kanon
1	Order of the Dark Star	Marmo
1	Order of the Serpent	Marmo
2	Order of the Noble Guard	Valis
2	Order of the Sword and Shield	Valis/Alania
2	Order of the Shinning Blade	Alania
2	Order of the Wind	Moss
2	Order of the Tower	Flaim
2	Order of the Gate	Flaim
2	Order of the Diamond Crown	Kanon
2	Order of the Blood	Marmo
3	Order of the Royal Guard	Valis
3	Order of the Braver Might	Valis/Alania
3	Order of the Holy Chalice	Valis/Alania/ Flaim
3	Order of the Arcane Cross	Alania/Flaim
3	Order of the Battlement	Flaim
3	Order of the Wyvern	Moss
3	Order of the Silver Mace	Kanon
3	Order of the Bones	Marmo
4	Order of the Sovereign Guard	Valis
4	Order of the Glaive	Valis/Alania
4	Order of the Javelin	Valis/Alania/ Flaim
4	Order of the Keep	Moss

4	Order of the Wyrn	Moss
4	Order of the Regal Bronze	Kanon
4	Order of the Moors	Marmo
5	Order of the Holy Sepulcher	Valis
5	Order of the Victory	Valis/Alania
5	Noble Order of the Morningstar	Alania
5	Honored Order of the Bastion	Flaim
5	Order of the Drake	Moss
5	Order of the Forge	Kanon
5	Order of the Basilisk	Marmo
6	Holy Order of the Relic	Valis
6	Chivalric Order of the Lance	Alania
6	Venerable Order of the Warrior	Flaim
6	Order of the Dragonscale	Moss
6	Honorable Order of the Hammer	Kanon
6	Order of the Red Mask	Marmo
7	Ancient Order of the Scepter	Valis/Alania
7	Noble Order of the Holy Grace	Valis/Alania/ Flaim
7	Honored Order of Fire and Iron	Alania/Flaim/ Kanon
7	Venerable Order of Holy Might	Valis/Flaim/ Kanon
7	Order of the Dragonwing	Moss
7	Order of the Gargoyle	Marmo
8	Holy Order of the Temple	Valis
8	Ancient Order of the Lake	Valis/Alania/ Flaim
8	Honorable Order of the Stone	Alania/Flaim/ Kanon
8	Noble Order of the Grand Cross	Flaim/Kanon
8	Order of the Dragonheart	Moss
8	Order of the Skull	Marmo
9	Holy Order of the Dawn	Valis/Alania
9	Vigilant Order of the Throne	Alania/Flaim/ Kanon
9	Humble Order of the Heavens	Valis/Alania/ Kanon
9	Ancient Order of the Regent	Valis/Flaim/ Kanon
9	Order of the Dragonite	Moss
9	Dark Order of the Void	Marmo
10	Blessed Order of the Sacred Beasts	Valis/Alania/ Flaim
10	Most Holy Order of Falis	Valis/Alania
10	Regal Order of the Highest Might	Valis/Kanon/ aim
10	Sacred Order of the Spheres	Alania/Kanon
10	Grand Order of the Dragon	Moss
10	Dark Order of the Black Knight	Marmo

Scouts of Raiden

Cost: 2 OP per Membership Level

The Scouts of Raiden are a special mercenary organization dedicated to the protection and garrison of Raiden and the surrounding lands. Though Raiden is technically anarchy, free of government and political structure, the merchants

and populous who live their still demand protection from thieves, criminals, and warlords. The Scouts of Raiden were established about a hundred years after the fall of Kastuul by a small company of mercenaries. They were hired by merchants to guard caravans moving between Flaim and Raiden from bandits, monsters, and other threats. Over the centuries, the Scouts have grown in number to nearly six hundred mercenaries, rangers, and mages. Guilds, merchants, mercantiles, and individuals can contract one or more Scouts for guard duty, scouting, or other task. Fees can range from one to five Raidens a day depending on the Scout's reputation (and Membership level). The Maritime Mercantile employs a contingent of Scouts (about thirty) permanent guards to keep order in the city, but primarily in places where Maritime has interests at stake.

When a Scout is contracted for a job, a fixed pay is established (paid daily). Though this can be negotiated, a quick guideline for establishing the contract fee is $(1D6 + \text{Membership Level})$ divided by 4. So a Scout with a Membership Level 4 would be paid 1 Raidens and 75 gold a day, if the roll was a 3.

Dragon Riders of Moss

Cost: +1 OP per Knighthood Membership Level

The Dragon Riders of Moss are a knightly order, highly prestigious and renown throughout Lodoss for the fact that they ride wyvern dragons instead of horses. The Dragon Riders are the chief protectors and guardians of the Kingdom of Moss, established three years ago by the Ancient Dragon Mycen. The ruler of Moss, Price Jester, holds the knightly title Knight of the Grand Order of the Dragon, the highest attainable order in Moss.

A Mossian knight can become a member of the Dragon Riders only if he is accepted, and often only after performing some vital quest. He must also be of the Order of the Wyvern, or higher. Once he is in the Order, he must tame and train his own wyvern ride, a task that could take years. It cost an additional +1 OP per level of membership in a Mossian knightly order to be a Dragon Rider. That is, a Dragonknight of the Order of the Dragonheart would cost 24 OP instead of 16 OP.

Maritime Mercantile

Cost: 2 OP per Membership Level

The Maritime Mercantile is the largest trade guild on Lodoss. They employ over eight thousand people in Raiden alone (including ship crews), and have branches in every major city each of which employ hundreds more. Though they are primarily a sea-trade company, they have many caravans for transporting goods to inland cities. Maritime has a fleet of a sixty trading vessels. Contrary to believe,

they do not own or use warships, instead relying on the protection of the navies of Flaim, Valis, and Alania, which are chartered to protect all merchant ships. When sailing outside of the national waterways of these nations, Maritime will employ privateer ships.

Maritime is owned by men from Alecrast, and may be an extension of an even greater Alcrastian mercantile. Maritime is enormously powerful and holds the strongest influence over the economy of Lodoss. It is Maritime, in fact, who mints the Raiden coin -- the most widely accepted currency for trade and commerce. This began when Maritime first began using "Raiden Notes" to pay its workers, which could be exchanged for actually goods Maritime imported. Soon, the Raiden Note began to be used by non-workers, usually other merchants who had accepted the Note as valid tender, to buy goods from Maritime. Over many decades, the note became a coin and was universally accepted by merchants who knew that, if no one else, Maritime would honor the coin in exchange for goods. One Raiden is equal to 100 gold (even though it is only 12% electrum alloy, the rest tin), because the Maritime Bank will give one Raiden in exchange for 100 gold coins.

Membership in the Maritime Mercantile dictates one's position in the company. Level 1 is a hard laborer, dockhand, or seaman. Levels 2 and 3 are basic workers, such as foremen, supervisors, teamsters, or lower officers. Levels 4 and 5 constitute managers, bookkeepers, caravan leads, and higher officers. Levels 6 and 7 are made up of higher managers, coordinators, and ship captains. Levels 8 and above are for the very upper echelons of the company.

Eastern Sea Mercantile

Cost: 1 OP per Membership Level

The only real rival to the Maritime Mercantile is the Eastern Sea Mercantile. Whereas Maritime's trade routes go from Raiden far north to Alecrast, the Eastern Sea Mercantile trade routes brings it around the eastern side of Lodoss, from Alania north to Flaim and south to Kanon, then to Valis. Apparently, the Eastern Sea Mercantile also trades with the island chain of Azarn, far to the northeast. The Eastern Sea Mercantile owns about thirty merchant ships and employs nearly five thousand people. They are headquartered in Alania.

Membership in the Eastern Sea Mercantile dictates one's position in the company. This follows closely to that of the Maritime Mercantile, but is only 1 OP per level.

Capital Ironworks Mercantile

Cost: 1 OP per Membership Level

Capital Ironworks was the largest Mercantile in Kanon, headquartered in the city of Shinning Hill. However, after the invasion of Marmo, Capital Ironworks suffered a tremendous blow. Currently, their assets are divided between the headquarters in Valis and in Blade, but with the lost of their largest steelmill in Kanon, this once powerful company is in dire straits.

Currently, Capital Ironworks is trying to sell of its remaining stock of iron and metalwork, and even a few branch mills in Flaim. They hope to collect enough funds to construct a new, large steelmill in Valis that might breathe live back on the dying embers of their company. If they fail, Capital Ironworks will no doubt collapse and be no more. If they succeed the pay off may be tremendous. With a new war looming on the horizon, the need for a mercantile such as Capital Ironworks is great. Those who pitch in their assets with this venture may lose it all, or may become some of the wealthiest individuals in Lodoss. All hangs in the balance of how the dice roll.

Membership in the Capital Ironworks Mercantile dictates one's position in the company. This follows closely to that of the Maritime Mercantile, but is only 1 OP per level.

Mossian Spice Mercantile

Cost: 1 OP per Membership Level

The Mossian Spice Mercantile dominates the trade routes out of the Kingdom of Moss. Moss, as it is well known, is a land of many rich spices and exotic foods, and the Spice Mercantile is more than ready to share them with the rest of Lodoss, at a tremendous profit. The Spice Mercantile not only trades in spices, but also other rich and luxurious goods, such as silks, exotic fruits and foods, wines, and other intoxicants such as opium. Spice Mercantile caravans are a prime target for bandits, especially those that cross through the Wildlands to Raiden or the Storm and Fire Desert to Flaim. For these reason, they employ many mercenary escorts, and pay well too.

Membership in the Mossian Spice Mercantile dictates one's position in the company. This follows closely to that of the Maritime Mercantile, but is only 1 OP per level.

WEAPONS AND EQUIPMENT

Money! Money! Live Stock?

Currency in *Lodoss War RPG* is typical of most fantasy settings. The basic currency is based on the gold standard. The base currency is the Raiden, but there are also platinum coins, gold coins, silver coins, and copper coins. Jewels are also a popular form of currency, as is barter (usually in live stock or perishable goods).

For Fuzion conversion, the base currency, the Raiden Piece (rp), is equal to \$100 current US dollars. One gold piece (gp) is then worth US\$1.

Use the table below for basic coinage equivalents.

- 1 Raiden Piece (RP) = 100 Gold Pieces
- 1 Platinum Piece (PP) = 10 Gold Pieces
- 1 Gold Piece (GP) = 10 Silver Pieces
- 1 Silver Piece (SP) = 10 Copper Pieces
- 1 Copper Piece is equal to a US\$ penny.

Money is typically unmarked. The Raiden is a gold piece about the size of a US silver dollar. The "gold piece" is about as big as a nickel. The most commonly used coins are Silver, Gold, and Raidens. Copper is common for change, but Platinum coins are not very popular (the look too much like silver).

Jewels

Jewels are also considered a viable form of currency trade. Rather than detail the price per carot of each individual jewel, a simplified, generic Bag of Jewels equivalent is used for this system. A "Bag" is considered to be about an ounce of jewels, and contains a mix of precious stones, ranging from pearls, to rubies, to small diamonds. Most of the jewels are fairly worthless (valued at no more than a few silver each), but together the bag of jewels can be quite valuable.

When "found", a bag of jewels (per ounce) contains 1D6 *gold* pieces worth of jewels (most look pretty, but are fairly worthless). Therefore, a ten pound (5 kg) chest of jewels can give up to 16D6 Raiden.

If you make a bag yourself, you can put any value of jewels into the bag, assuming you have sufficient funds. That is, you can exchange 30 Raiden for a 30 Raiden-equivalent bag of valuable jewels. The bag will only weigh an ounce, but the jewels would have a value of 30 rp!

Most merchants will trade goods for jewels, just as if they were coins. Smart merchants are experts in appraising jewels, so don't try to rip them off!

Barter

Bartering (the trading of goods) is also an extremely common form of commerce. Actually, it is the most widely used form of commerce, though not the most practical. A typical commoner may never see one Raiden his entire life, yet he will trade cattle and live stock worth an equivalent of many Raiden pieces. Barter is usually not a viable form of commerce for adventurers and travelers, though adventurers can barter off their spoils from recent exploits.

There are two forms of barter: Merchant and Square-Deal (merchant is obviously the opposite of a square-deal). All items have a Selling Price and a Purchase Price. The Selling Price is what *you* can sell it to a merchant for. The Purchase Price is what the merchant will charge you (this is why most people tend to hate merchants). In Merchant Bartering, you must match the Merchant's price for the good you want to buy with an equivalent Selling Price for the goods you are selling (and merchants rarely give change on barters). That is, it may take three fat geese to buy a new set of leather boots.

A Square-Deal, on the other hand, sets out to match only the Selling Prices. This is a much fairer trade, and is typical of most non-merchant types (i.e. farmers, commoners, and fellow travelers). In this deal, goods of equal value are simply being exchanged so both parties benefit equally. Merchants rarely ever accept square-deals, they always want to turn a profit (that is, after all, their business), but merchants can be bargained with.

Bargaining and Haggling

On any trade, the Purchase Price can be haggled down or the Selling Price can be bargained up. This requires a successful **PRE + Trading** or **INT + Business** task roll verses the merchant's **PRE + Trading** or **INT + Business**. If you equal the merchant's roll, you can drop the Purchase Price (or raise the Selling Price) by 10%. If you succeed by more, you can get a bigger percentage.

You succeed by	Percentage Change
1	15%
2	20%
4	25%
6+	30%

Because mark up is only 30-40%, a merchant cannot go beyond a 30% bargain, unless you resort to threats and extortion (which is basically robbery).

Weapons

To all adventurers, weapons are usually the most important items. Therefore, they will be listed first. Weapons are grouped by Weapon Type, which is the same as the equivalent Melee Weapon class. That is, to use any weapon from the Sword category, you must have Melee Weapon (Sword). Weight is in kgs (x2 for lbs.).

Knives	WA	DC	MinSTR	Selling Price	Purchase Price	Weight(kgs)	Notes
Dagger	+0	1	1	3 gp	5 gp	¼	1h
Small Knife	+1	1	1	6 gp	10 gp	¼	1h
Large Knife	+1	2	2	18 gp	30 gp	½	1h
Throwing Knife	+0	1	1	40 gp	60 gp	¼	1h, Ranged
Swords	WA	DC	MinSTR	Selling Price	Purchase Price		Notes
Rapier	+2	2	2	300 gp	5 rp	1	1h, AP (1/2 armor)
Shortsword	+1	2	2	120 gp	2 rp	1	1h
Broadsword	+0	3	3	160 gp	3 rp	1.5	1h
Longsword	+1	3	4	230 gp	4 rp	2	1 and 1/2-handed
Scimitar	+0	4	4	360 gp	5 rp	3	1h
Greatsword	+0	5	6	500 gp	7 rp	4	2h
Claymore	+0	6	7	650 gp	10 rp	5	2h
Axes	WA	DC	MinSTR	Selling Price	Purchase Price		Notes
Hand Axe	-1	2	2	12 gp	20 gp	1.5	1h
Wood Axe	-1	3	3	30 gp	50 gp	2.5	1h
Battle Axe	-1	4	4	170 gp	3 rp	3	2h
Great Axe	-1	6	6	350 gp	6 rp	4	2h
Throwing Axe	+0	4	4	400 gp	6 rp	2	1h, Ranged
Clubs	WA	DC	MinSTR	Selling Price	Purchase Price		Notes
Stick (ugly)	+0	2	1	-	1 sp	½	1h, Stun Damage
Club	-1	4	3	15 gp	30 gp	1	1h, Stun Damage
Mace	+0	4	4	130 gp	2 rp	1.5	1h
Great Mace	+0	5	5	280 gp	5 rp	2.5	2h
Hammer	-1	2	3	12 gp	20 gp	3	1h
Maul	+0	4	4	180 gp	3 rp	4	2h
War Hammer	+0	6	6	500 gp	8 rp	5	2h
Spears	WA	DC	MinSTR	Selling Price	Purchase Price		Notes
Spear	+1	3	3	120 gp	2 rp	2	1h, Ranged or Melee
Javelin	+2	4	3	180 gp	3 rp	2.5	1h, Ranged or Melee
Long Spear	+1	5	4	300 gp	5 rp	3	1h, Ranged
Lance	+1	6	6	500 gp	8 rp	4	2h
Pole Arms	WA	DC	MinSTR	Selling Price	Purchase Price		Notes
Quarterstaff	+1	5	3	25 gp	40 gp	1.5	2h, Stun Damage
Military Fork	-1	3	2	50 gp	80 gp	2	2h
Harpoon	-1	4	4	270 gp	4 rp	2.5	2h, Ranged or Melee
Scythe	-2	3	4	150 gp	2 rp	3	2h
Battle Scythe	-1	4	5	300 gp	5 rp	4	2h
Pole Axe	-1	5	4	360 gp	6 rp	5	2h, 6m reach
Halberd	+0	6	6	600 gp	10 rp	6	2h, 6m reach
Flail	WA	DC	MinSTR	Selling Price	Purchase Price		Notes
Fail	+0	3	3	30 gp	40 gp	3	1h
Great Fail	+0	5	5	160 gp	2 rp	4	2h
Whip	-1	1	1	18 gp	30 gp	1	1h
Barbed Whip	-1	2	1	70 gp	1 rp	1	1h
Bow	WA	DC	MinSTR	Selling Price	Purchase Price		Notes
Bow	+0	4	4	180 gp	3 rp	1	2h, Range STR x 20
Longbow	+1	6	6	400 gp	6 rp	2	2h, Range STR x 20
Cross Bow	WA	DC	MinSTR	Selling Price	Purchase Price		Notes
Crossbow	+1	4	3	500 gp	8 rp	2.5	2h, Range 100m
Heavy Crossbow	+1	6	5	800 gp	12 rp	4	2h, Range 200m

Armor

Second only to Weapons on most adventurer's shopping lists is Armor. Remember, armor is not the save-all in a sword fight. Your *sword* is. Parry, strike, parry, strike, parry, and strike. Most fighters typically wear little armor. After all, the best defense is a good offence.

Armor is cumbersome, and thus, penalizes actions. However, PEN does not subtract directly from REF or DEX. Instead, it only causes a restriction on certain actions (mostly, physical and combat actions). Some of these are Acrobatics, Athletics, Climbing, and Defensive Values (to evade, dive for cover, etc.). It does not subtract from the use of weapons (punching, attacking with a sword).

Armor in Lodoss War is placed Piecemeal, that is, each strickable location can conceivably have a different type of armor protection. This added realism also complicates combat. If you feel the trade off is not worth the added complexity, please feel free to use the default medieval armor presented in other Fuzion books.

There are fourteen body locations that can be protected, not including the head (to protect the head, buy a Helm), and Vitals. Vitals are covered by Chest or Stomach armor.

The Armour Shoppe

This is armors such as you might find in any armory shop in a major city or weaponsmith. Armors are listed along with what areas they protect. Areas in question are: Head(3-5), Hands(6), Arms(7-8), Shoulders(9), Chest(10-11), Stomach(12), Thighs(14), Legs(15-16), and Feet(17-18), as numbered on the Hit Location chart. Remember, Vitals are protecting by Chest or Stomach armor. *Paired items, such as gloves, boots, etc, have stats listed as if **both** were taken.*

Armor	KD	Pen.	Locat. Coverd	Purch. Price	Weight (kg)
Leather Jacket	5	-0.7	7 -12	170gp	4.2
Leather Pants	5	-0.3	14 - 16	80gp	2
Leather Boots	5	-0.1	17 - 18	30gp	0.75
Leather Gloves	4	-0.1	6	20gp	0.5
Ring Shirt	8	-1.4	7 - 12	566gp	8.5
Chain Sleeves	10	-.4	7 - 8	268gp	3.35
Chain Shirt	10	-1.9	7 - 12	11 rp	14
Chain Skirt	10	-0.4	14	268gp	3.4
Chain Gloves	10	-0.3	6	2 rp	2
Hauberk	10	-1.9	9 - 14	11 rp	14
Leg Greaves	12	-0.67	15 - 16	4 rp	4
Vanbraces	12	-0.67	7 - 8	4 rp	4
Pauldron	14	-0.9	9	536gp	5.4
Iron Belt	12	-0.5	12	3 rp	3
Breastplate	12	-1.5	10 - 12	9 rp	9
Hvy.Breastplate	14	-2	10 - 12	12 rp	12
Tassets	12	-0.67	14	4 rp	4
Solleret Boots	12	-0.5	17 - 18	3 rp	3
Gauntlets	12	-0.5	6	3 rp	3

By this chart, a decked out knight in full plate armor (referred to as being a Full Harness) would have gauntlets, arm plating and leg greaves, solleret boots, tassets, pauldons, a heavy breastplate, and a full helm (from the helm section). This would give about a 12 KD coverage from head to toe (head would have 10KD, pauldron and hvy. breastplate both grant 14KD). The total weight is 38.4kgs (76.8 lbs.), with a penalty of -6 (pretty severe). It would cost a staggering 38 Raidens and 36 gold.

Forge Your Own Armor

For those who wish to build their own armor, the system used to create the Piecemeal Armor Componets above is listed below.

There are two charts. One lists the Cost/Weight/Penalty multiplier for armoring a single location. The second chart lists all the available armor types (leather, chain, plate, etc.). When you select a type for a location, multiply its listed cost and weight by the Cost/Weight multiplier and its Penalty by the Penalty multiplier for that location. Don't worry, an example for Parn will follow shortly.

Remember, you have *two* arms and *two* legs, so you must buy armor for both arms, legs, thighs, shoulders, feet, and hands.

Location	Cost/Weight/Pen.
Hands (each)	x1/4
Arms (each)	x1/3
Shoulder (each)	x1/3
Chest	x1
Stomach	x1/2
Thighs (each)	x1/3
Legs (each)	x1/3
Feet (each)	x1/4
For all Locations	x5.14, total

Armor	KD	Pen.	Sell Price	Purch. Price	Weight (kg)
Cloth	2	0	6 gp	10gp	½ kg
Hvy. Cloth	3	0	12 gp	20gp	0.75kg
Leather	4	-1/4	25 gp	40gp	1 kg
Hvy. Leather	5	-1/4	40 gp	60gp	1.5 kg
Stud. Leather	6	-1/3	70 gp	1 rp	2 kgs
Ringmail	8	-1/2	130gp	2 rp	3 kgs
Scalemail	9	-1/2	180gp	3 rp	4 kgs
Chainmail	10	-2/3	280gp	4 rp	5 kgs
Elven Chain	11	-1/2	800gp	10 rp	4 kgs
Plate Armor	12	-1	400gp	6 rp	6 kgs
Elven Plate	13	-2/3	1000gp	12 rp	5 kgs
Hvy. Plate	14	-1.3	500gp	8 rp	8 kgs
Dwarven Plate	14	-2/3	1200gp	15 rp	6 kgs

For example, consider Parn's armor scheme, as outline earlier. Parn has Plate Armor covering his Shoulders, Chest, Stomach, Thighs, and Feet. Heavy cloth covers his arms, hands, and legs. His

Plate Armor costs 6 rp (listed price) x (1/3 + 1/3 (shoulders) + 1 (chest) + 1/2 (stomach) + 1/3 + 1/3 (thighs) + 1/4 + 1/4 (feet)) for a total of **6 x 3.32 = 20 rp**. His Hvy Cloth armor costs 20gp x (1/3 + 1/3 (arms) + 1/4 + 1/4 (hands) + 1/3 + 1/3 (legs)) for a total of **20 x 1.82 = 36 gp**. His total cost is then 20 Raidens and 36 gold.

Weight is computed similarly, with a total of 6kgs x 3.32 + 0.75 kgs x 1.82, which totals about 21.4 kgs (or about 40 lbs.).

Likewise, Penalty is also computed, with a total of -1 (Plate) x 3.32 + 0 (Hvy. Cloth) x 2.5, which totals out to be -3.32. This can be rounded down to a -3 Penalty. If Parn had gone with Full Plate over all locations, his totals would have been 31 rp, 31 kgs, and a -5 Penalty.

Feel free to experiment to find the best combination. Remember, each location is protected separately, so if you are hit in the Thigh, you must use the Thigh armor for protection.

Helms

Compared to armor, helmets are really quite simple. They protect the Head location, though often a precise hit can penetrate to the eye (-8 penalty to target the eyes). The only odd factor to consider is Perception Penalty. Large helmets often have a big Perception Penalty, as they are difficult to look out of. Helmets are listed below.

Helmet	KD	Percpt	Sell Price	Purch. Price	Weight (kgs)
Leather Cap	1	-0	6 sp	10 gp	¼ kg
LeatherHelm	2	-0	18 sp	30 gp	½ kg
Steel Cap	4	-0	40 sp	60 gp	1 kg
Half Helm	6	-1	70sp	1 rp	1.5kg
Chain Coif	8	-2	120sp	2 rp	2 kgs
Full Helm	10	-3	180sp	3 rp	3 kgs
Great Helm	12	-4	230sp	4 rp	4 kgs

Shields and Bucklers

Having a shield is an excellent way to put distance between yourself and your opponent. Shields add to your base DV when you take a defensive action, such as Evading. Shields can be used to make a Blocking maneuver, while still keeping your weapon ready to strike (otherwise you'll be using your sword to parry). That is, you can either Evade with your shield (adding the DV bonus granted by the shield), or you can use it in a standard Block maneuver. If you use it to Evade, you cannot follow up with a Block (though you can still use your sword to parry). Shields are only considered destroyed if they are smacked by a heavy amount of damage. However, they do get worn down. Normal shields are typically discarded after battle. "Special" shields, magical shields, or personalize shields are kept, but must be repaired (half cost to repair).

Shield	DV +	Sell Price	Purch. Price	Weight (kgs)
Buckler	+1	25 gp	40 gp	½ kg
Small Shield	+2	70 gp	1 rp	1 kg
Md. Shield	+3	180gp	3 rp	2.5kgs
Large Shield	+4	280gp	5 rp	5 kgs

Weapon Accessories

What sword is complete without a scabbard? What bow can work without arrows? This section covers a few weapon accessories and weapon enhancements.

Scabbard

A rather simple item, a scabbard is a sheath for holding a sword. Worn by most warriors, a scabbard is a safe and easy way to carry a blade weapon. A standard scabbard weighs about 1 kg, and has a Purchase Price of 80 gp. Fine scabbards can cost much more.

Boot Sheath

A favorite of thieves everywhere, the boot sheath is an excellent way to sneak knives past lazy or careless guards. The boot sheath can hold one blade (can come in all sizes to match any type of knife) and can be made to fit snugly on your leg. Boot Sheaths also come built in to some types of boots. Typically, the pants are pulled over the sheath so as to conceal the weapon.

The practice of concealing weapons in boot sheaths has become so common, guards now make regular boot searches. Recently, thieves and assassins have begun to make arm sheaths, and other types of cancelable sheaths. These are basically the same, just made for the arm, back, or side. A sheath weighs about ½ kg, and has a Purchase Price of 50 gp.

Atlatl

An atlatl (at' lat-el) is small device used to help throw spears and javelins. It consists of a smooth rod with a hook at the back for holding the spear in place. The spearthrower then throws the spear using the atlatl as a grip. This allows for more force and better control over the spear. Effectively, the use of an Atlatl raises your STR by +1 (for throwing the spear), that makes it go farther and do more damage. However, using an atlatl requires a different skill than just Spear. The skill to use an atlatl is Ranged Weapon (Atlatl Spear). A good atlatl has a Purchase Price of about 60 gp, and weighs ½ kg.

Fine Blade

Finely crafted blades are those made by the master smiths of Lodoss. Forged in the hottest fires,

molded from the strongest metals and alloys, fine blades are weapons to be prized and wielded with honor and glory. Most fine weapons are christened with a name, usually that of its owner or maker, or given a name that implies great power. Fine blade are expensive. You cannot buy a fine weapon in a weapon shop, you must hire a master smith to forge it for you. This can take weeks, even months, for an extremely well made weapon, and the cost for such can be astronomical.

A fine blade is much shaper and better balanced, so it does +1 DC damage and has a +1 Weapon Accuracy. Fine blades are also less prone to breaking (though this is just a game effect). If not cared for properly (daily cleaning, sharpening, polishing, and so forth), it will lose both these bonus permanently.

It costs x3 the listed Purchase Price to have a fine blade hand crafted. Fine blades are prime candidates for magical enchantments.

Elven Blade

Elven Blades are fine blades forged by the best elven weapon smiths. They are made of Elven Steel, a metal alloy that, though not magical in nature, still baffles the best human and dwarven metalworkers. The blade is practically unbreakable... Elven rapiers can parry a smashing war hammer or battle axe without a scratch.

Elven Blades do not increase the DC of the weapon, rather, they add Armor Penetration (AP). That is, when hit by an Elven Blade, only half your armor value is used (in the case of an elven rapier, the armor is $\frac{1}{4}$, as rapiers are already AP weapons). Elven Blades cannot be purchased from elves, and the street price would be astronomical.

Dwarven Axe

Dwarves are master metal workers. Though they have still not learned the secret of Elven Steel, they have their own special alloys that are vastly superior to man-made metals. The preferred weapon of dwarves is the axe. Axes are good, strong, versatile weapons, able to chop wood, bust down doors, and hack up ogres and goblins alike (no one enjoys practicality more than a dwarf).

Dwarven axes are *perfectly* balanced weapons. Axes forged by the dwarves gains a +2 Weapon Accuracy, plus automatically becomes a throwing weapon (so you must have both Melee Weapon (Axe) and Ranged Weapon (Axe)). Even a great axe can be thrown with staggering accuracy. If that wasn't enough, the axe can be thrown in such a way as to return to the thrower if it misses (or just grazes) the opponent. This, of course, requires the thrower to roll higher than 24. If his roll is not higher than 24, or if the axe was imbedded in the target, it will not return. Even so, this is a very handy ability.

Dwarven Axes cannot be purchased from the dwarves, and the street price would be astronomical.

Quiver

A quiver is a small cylindrical case for holding arrows (bows) or quarrels (crossbows), typically worn on the back, for quickly, more natural arm action when cocking the bow. A quiver can hold twelve arrows or quarrels. It weighs about $\frac{1}{2}$ kg, and has a Purchase Price of 60 gp.

Arrows (and quarrels)

There are many types of arrows, the most common simply have a steel arrow head, long wooden staff, and feathers at the end for stabilization. But there are many other types of arrows, and these new arrows can make an archer one of the deadliest fighters on the battlefield.

All prices and weight are per Dozen (12), that is per Quiver. Brief descriptions will follow.

Arrow/Quarrel	WA	KD	Sell Price	Purch. Price	Weight (kgs)
Feathered	+0	+0	18gp	30gp	1
Steel Shaft	+1	+0	30gp	50gp	2
Whistling	+0	+0	25gp	40gp	1
Barbed	-1	+0	40gp	60gp	1
Broadhead	+0	+1	60gp	1 rp	1
Steel/Broad	+1	+1	130gp	2 rp	2
Elven	+1	(AP)	300gp	5 rp	1

Feathered Arrows

Feathered Arrows are the standard arrow type. They have a sharp V-shaped steel arrowhead, wooden shaft, and four feather fletches in the back.

Steel Shaft Arrows

A steel shaft replaces the wooden shaft. Though the arrow is heavier, it is much more stable. These arrows are more expensive, but they are well worth the cost.

Whistling Arrows

Whistling arrows are designed with a series of holes down the head of the arrow and through the shaft. When fired, they make a loud whistling sound as they streak through the air. Whistling arrows are primarily used as signaling devices, but can also be used to discourage enemies. They can, of course, kill just as any arrow.

Barbed Arrows

The arrowhead has a set of ugly-looking backward facing barbs. When a barbed arrow is extracted from a victim, it will inflict 2DC of damage, and cause excruciating pain. These arrows are

designed to cause as much pain and suffering as possible, and are rarely used by honorable archers

Broadhead Arrows

These arrows have a four-bladed steel arrowhead (shaped like an X seen head on). These arrows do more damage than standard, two-blade arrowheads. Naturally, they cost more due to the added difficulty of forging the arrowheads.

Steel Shaft Broadhead Arrows

Considered by archers to be the ultimate in long-range bow-power. These arrows have a steel shaft and a broadheaded arrowhead. They are well stabilized and inflict a great deal of damage.

Elven Arrows

Naturally, elves make the best arrows. Elven arrows have a wood shaft and an elven steel arrowhead. They gain a +1 WA and have Armor Piercing ability (AP).

Siege Weapon

Siege weapons are not portable weapons in any sense of the word, but they are at least *mobile*, used by armies to bring down castles and fortresses. The most common siege weapons are Catapults, Ballistas, and Battering Rams. Siege weapons are huge, and usually designed to defend a castle or fortress. Attacking armies generally do not push around a two or three ton siege engine, rather, they build one once in close range to the enemy lines. It can take three or four days to build a good siege engine, and these assault engines generally do not last long, due to their mediocre construction. Anyone who has a skill in Siege Weapon (type) can both use and help build such a weapon.

Light Ballista

A ballista is basically a giant crossbow. It fires three meter bolts at an incredible velocity, and can do devastating damage to anyone unlucky enough to be directly hit. It takes twenty man-hours to build a light ballista (so three men can do it in 6 or 7 hours), and it weighs about 800 kilograms once finished. A light ballista has 50 SDP (1K) and usually no armor (its just wood, after all).

A ballista can fire its bolt up to 300 meters. Any target hit takes 1K (14DC) damage, and the bolt will usually pass straight through, hitting any one behind that target. It takes 10 Phases to reload, crank, and be readied to fire again. They can be mounted on wheels for limited mobility. Such ballistas are often found on navel vessels.

Heavy Ballista

Heavy Ballistas were originally developed to knock down castle walls, gates, and doors. Armies

soon discovered that, if aimed skyward, a heavy ballista becomes the best offensive weapon for fending off dragons. These fire huge seven meter bolts at an incredible velocity, and can do devastating damage.

It takes sixty man-hours to build a heavy ballista (so ten men can do it in 6 or 7 hours), and it weighs about 4 tons once finished. A heavy ballista has 200 SDP (4K) and usually no armor (its just wood, after all).

A heavy ballista can fire its bolt up to 1200 meters. Any target hit takes 3K (16DC) damage, and the bolt will usually pass straight through, hitting any one behind that target. It takes 30 Phases (90 seconds) to reload, crank, and ready to fire again. They can be mounted on wheels for limited mobility. Heavy ballistas can be mounted on large navel vessels.

Battering Rams

Mainly used for knocking down castle gates and doors, battering rams come in all shapes and forms. Improvised logs are commonly used by peasants when storming a castle, but a really army will build a heavy ram, completely with wheels and a "boiling oil" shield over top to protect the rammers.

It takes thirty man-hours to build a heavy battering ram (so five men can do it in 6 hours), and it weighs about a ton once finished. A military battering ram has 100 SDP (2K) and usually no armor (its just wood, after all). However, it does have a protective shield on top used to shield those pushing it from catapult rocks and boiling (or burning) oil, which may be dumped over the castle wall as they batter the doors down.

Pushed by six men, a battering ram can do 10DC damage on impact. Adding an additional pair of men will add +1DC damage up to 14DC (1K). After 14DC (a ten man team), it takes four more men to raise the damage by +1K. Thus, a heavy battering ram with eighteen people pushing (nine on each side), will do 3K (or 16DC) damage. This is the practical limit for a battering ram.

Catapults

Catapults are large siege weapons that hurl one or more giant rocks over castle walls or at on-coming armies. Catapults have either a spoon-shaped bin for holding the rocks or a sling-like net that holds the rocks. Spoon bins give a much higher trajectory, best for blindly throwing a dozen rocks over a castle wall. Slings, however, cast rocks in a straighter, more direct path, and should be used when firing at targets that are in a direct line of fire. Both sling and spoon catapults can be used when shooting at dragons, just as long as you can get the rocks high into the air.

It takes fifty man-hours to build a catapult (so ten men can do it in 5), and it weights about 3 tons once finished. A catapult has 150 SDP (3K) and usually no armor.

Catapults can be used in many ways. They can be used with a spoon or sling, and with one big rock or many smaller ones.

A spoon will throw its projectile(s) in a high arc, sacrificing range for altitude, and is good for getting over a wall. Firing this way, the catapult can only fire indirectly, so many rocks should be used to maximize the probability of a hit. Max range is 200 meters, max altitude is 150 meters. Setting the tension will set the range and altitude proportionally.

Slings are somewhat better, able to be set for max range or max altitude, independently. The projectiles may be fired straight at an on coming army (or dragon) and a single large rock can often help bring down a castle wall. Max range is 400 meters, max altitude is 100 meters. Each of these can be adjusted independently.

Firing one big rock (or two or three big rocks), or a dozen small rocks also effects how this weapon works. To simplify matters, choose either one big rock, or a dozen small rocks (you may make up your own rules for varying numbers and sizes of rocks, if you want). A single large rock of about 50 to 100 kgs does 3K damage on direct impact with a target.

Throwing many small (5-10kg) rocks has an area of effect. The dispersion radius around the target zone is 3D6 meters radius. Anyone within this radius must make a Defense Roll vs. 18 (assuming they see the rocks coming in). Anyone hit will be struck by a rock in a random location and take 3D6 damage from it.

Mangonel

Mangonels are miniature catapults used for short-ranged combat. Catapults are superior weapons for throwing large rocks, but mangonels are specifically designed to throw burning balls of tar.

It takes forty man-hours to build a mangonel (so eight men can do it in 5), and it weights about a ton once finished. A mangonel has 100 SDP (2K) and usually no armor.

Mangonels fire a single 5 to 10 kg projectile, usually a burning ball of tar. This fireball is often hurled over a castle wall to start fires in the castle yards. Rarely are the used directly against infantry (the probability of hitting is rather slim). The effect of this weapon is that if the burning tar ball should land on something flammable (thatch roof, haystack, the enemy's supply of oil and tar), it will explode in to flames, and hopefully spread through the castle or fortress. Thus, it is purely a game effect, though a very effective game effect.

Mangonels are often mounted on ships for naval warfare. In a pitch naval battle, the sky is literally filled the blazing fireballs as each side attempts to incinerate the other.

Naval Ships

Naval ships play a large role in both war and commerce. Lodoss is an Island continent, with many scattered islands surrounding it. Lodoss is thousands of kilometers from any other mainland (such as Alecrast and Crystania). There are no known "complete" maps of the world, but there have been rumors of such.

Many cities lie on the costs of Lodoss, and have great seaports. Merchants often transport their goods by way of the ocean, catching the westward winds at the north of Lodoss or the eastward winds at the south end of Lodoss. A complex series of trade routes has many merchant vessels jumping from Alan, past Marmo (taking a sharp southward detour), up the Holy River to Valis, then down to Dragon Scale or Dragon Breath, and finally to Raiden. Mariners are wary of both the northwestern and southeastern corners of Lodoss. Marmo warships and black pirates plague the southeast sea. The northwestern sea is dangerously close to Blue Dragon Island where lurks the evil dragon Abram. Pirates plague the northeastern sea as well, and the caves of the Great Straight Cliff is a haven to marauders and pirates as well.

The old wars between the nations of Lodoss often saw many navel battles. However, with the unification and treaties recently made between the nations of Lodoss, such great sea battles are now a thing the past. The navy of Marmo was decimated in the last war, and they now pose little threat. Even so, the nations must keep up a strong navy to defend from pirates and the renegade Marmo ships that still terrorize the crystal blue seas surrounding Lodoss.

Skiff

A small boat, often carried on larger vessels for making trips to the shore or as life boats (large vessels may have ten or more skiffs). A skiff can hold up to eight people and usually have two or four oars. Some larger skiffs also have a single sail rig. A skiff is little more than a short-range boat and should only be used for short ship-to-shore ventures or a trip across a river or lake. A skiffs cost 5 rp and has a dry weight of 200 (6-man) to 400 (8-man) kilograms.

Sloop

A small sailing vessel, usually between 10 and 15 meters in length, equipped with one jib sail and a triangular main sail. Sloops can be successfully navigated and sailed by a single skilled sailor, but at least two people make the job much easier. A sloop can safely hold up to eight people,

and many have a single cabin housing bunks and equipment. Sloops also have four oars for use when the wind is poor. A sloop costs 20 rp.

Schooner

Two masted sailing vessel, about 20 to 30 meters in length, equipped with one large triangle sail and a smaller one on the bow. Schooners require at least three people to control, and the recommended crew is five. Schooners can have up to twenty passengers, and have a large deck area and deck level underneath with small crew cabins, bunks, and storage. Merchant schooners can carry up to five ton of cargo. Most have at least six oars, and are usually unarmed. A schooner costs 200 rp.

Carrack

A three-masted merchant vessel, with two square sails and a small triangular sail (a lateen sail) on the aft mast. The ship is also equipped with thirty rowing oars for use in port or when the wind is slow. A typical merchant Carrack can transport up to 400 tons of cargo and two hundred passengers and crew. Carracks have little armament, and generally rely on archers and on-deck fighting. The required crew complement is at least sixty seamen. It costs 1000 Raidens to construct and takes a month to build.

Galley

Galleys are the largest merchant ships built, but also double as warships. A galley is a prized ship for a pirate to capture, but most pirates only have carracks. Galleys are about 50 meters in length. They have three tall sail masts, and forty oars for use in port or when the wind is slow. The largest galleys can transport up to 300 tons of cargo and 500 passengers and crew. Galleys are typically mounted with a few siege weapons, a ballista or mangonel, but mainly rely on archers and on-deck fighting. The required crew complement is at least 200 seamen. It costs 4000 Raidens to construct, and takes three or four months to build.

Caravel

Smaller and faster than galleys, caravels can fill any navel role. Merchants, navies, and pirates alike use caravels. Some are converted to be purely passenger ships, others are stuffed to overflowing with cargo. Caravels have a broad bow and a high, narrow poop deck. It is rigged with three or four masts, of which the foremast is a great square sail, while the others are triangular. A typical caravel can transport up to 100 tons of cargo, but cargo caravels can carry up to 300. They can handle up to four hundred passengers and crew. Caravel can mounted a few siege weapons, ballistas or mangonel. The required crew complement is at least

150 seamen. It costs 2000 Raidens to construct, and takes two or three month to build.

Galleon

Galleons are the largest ships built. These are huge ships with tall forecastles and a high poop deck. Galleons have three or four mast, each mounting four square sails. They have no oars, as such propulsion is incapable for moving such a ship, and rely totally on the power of the wind. Galleons are warships, and are armed to the teeth with ballistas, mangonels, and well-able archers. Many galleons are used in fighting pirates or combating great sea monsters. A galleon can carry up to a thousand men, but the required crew complement is at least 400 seamen. It costs 8000 Raidens to construct, and takes eight months to a year to build.

Standard Equipment

Standard gear and equipment follows below. All should be self-explanatory. Listed is its Weight, Purchase Price, and any Notes which may be needed for clarification. To save space, Selling Price is not listed. If you wish to sell one such item below, take 50% of its Purchase price and bargain.

Animals	Weight (kg)	Purch. Price	Notes
Chicken	6kg	10gp	Farm
Pig	20kg	30gp	Farm
Sheep	40 kg	60gp	Farm
Cow	1100kg	2 rp	Farm
Pony	350kgs	3 rp	Burden
Falcon	4 kg	10 rp	Trained
Horse	600kgs	5 rp	Riding
Fine Horse	750kgs	8 rp	Riding
Camel	800kgs	12rp	Riding
War Horse	900kgs	20rp	Riding
Food	Weight	Price	Notes
Trail Rations	½ kg	4gp	1 days worth
Tavern Meal	½ kg	3gp	bread, cheese
w/ meat	-	5gp	w/ meat
Good meal	½ kg	8gp	much better
Fine meal	½ kg	15gp	yummy!
Bread	¼ kg	5sp	A loaf
Cheese	¼ kg	1gp	A round
Sausage	¼ kg	2gp	smoked
Vegetables	¼ kg	2gp	a half-pound
Ham	½ kg	4gp	a pound of ham
Meatloaf	½ kg	4gp	a pound
Beef	½ kg	8gp	a pound
Dried Meat	½ kg	6gp	a pound
Fish	¼ kg	5gp	whole fish
Dried Fish	¼ kg	6gp	2 dried fish
Tavern Beer	-	1gp	a mug
Dwarven Beer	-	2gp	a mug
Ale	-	2gp	a glass

Mead	-	2gp	a glass
Cheap Wine	-	4gp	a bottle
Fine Wine	-	10gp	a bottle
Elven Wine	-	14gp	a bottle
Services	Weight	Price	Notes
Inn (poor)	-	5gp	bed for a night
Inn (good)	-	10gp	bed and 1 meal
Inn (luxury)	-	1 rp	luxury treatmnt
Inn (royal)	-	5 rp	royal treatment
Stable	-	15gp	per day
Ferry	-	4gp	per km
Ship (poor)	-	1gp	per km
Ship (good)	-	3gp	per km
Ship (lux)	-	10gp	per km
Servant	-	80gp	per day
Thug	-	50gp	per day
Bodyguard	-	80gp	per day
Mercenary	-	1 rp	per day
Assassin	-	2 rp	per day
Clothing	Weight	Price	Notes
Shoes	¼ kg	10 gp	unarmored
Boots	½ kg	20 gp	unarmored
Dirty Rags	1 kg	5 sp	-1 PRE
Commoner's	1 kgs	1 gp	brown cloth
Villager's	1½ kgs	3 gp	a little better
Travel Clothes	1½ kgs	5 gp	good for travel
Dashing	2 kgs	10 gp	more color
Fine Clothes	2 kgs	40 gp	looks great!
Wealthy	3 kgs	1 rp	+1 PRE
Noble	4 kgs	5 rp	+2 PRE
Kingly	5 kgs	20 rp	+3 PRE
Travel Gear	Weight	Price	Notes
Rope, 10m	3 kg	3 gp	10m rope
Lt. Backpack	2 kgs	12 gp	holds 15 kgs
Md.Backpack	4 kgs	20 gp	holds 30 kgs
Hv.Backpack	6 kgs	40 gp	holds 50 kgs
Pouch	-	2 gp	holds 2 kgs
Leathr Pouch	-	10 gp	holds 2 kgs
Sack	½ kg	1 gp	holds 12 kgs
Big Bag	1 kgs	3 gp	holds 30 kgs
Torch	½ kg	3 gp	burns 30 min
Flint&Steel	¼ kg	2 gp	light fires
Whetstone	-	2 gp	sharpens blades
Bedroll	1 kgs	7 gp	for sleeping on
Blanket	1 kg	3 gp	keep warm
Small Tent	4 kgs	10 gp	1 person
Md. Tent	8 kgs	15 gp	2 people
Big Tent	20 kgs	30 gp	4 people
Pavilion	50 kgs	3 rp	10-15 people
Cooking Gear	2 kg	4 gp	pots, utensils, etc.
Waterskin	-	4 gp	4 quarts
Medical Gear	Weight	Price	Notes
Healer's Kit	1 kg	1 rp	+1 Medical skill
Healer's Bag	2 kg	2 rp	+2 Medical skill
Bandages	¼ kg	5 gp	Bind wounds
Bone Saw	1 kg	10 gp	Amputate, 2DC

Healing Herbs	¼ kg	20 gp	+1 Rec
Medical Ale	¼ kg	4 gp	bottle, dulls pain
Tools	Weight	Price	Notes
Hatchet	1.5 kg	20 gp	2DC
Pick	3 kg	30 gp	3DC, for digging
Shovel	2 kg	25 gp	for digging
Crowbar	3 kg	30 gp	for prying
Hammer	3 kg	20 gp	2DC
Lockpicks	¼	4 rp	picking locks
Miscellaneous	Weight	Price	Notes
Chest	2 kg	10 gp	Holds 30 kgs
Jewelry	-	1-10rp	Quality varies
Silver Bar	1 kg	50 gp	Bar of Silver
Gold Bar	1 kg	20 rp	Bar of Gold
Book	1 kg	1-10gp	A book
Parchment	-	1 sp	per page

Basic Adventurer's Pack

The Basic Adventure's Pack is a checklist package of all the basics for any adventurer who plans to survive the treacherous wildernesses of Lodoss. The Light Backpack contains a change of Traveling Clothes, a 10m rope, two torches, a flint and steel set, a whetstone, warm blanket, cooking gear, and six days of rations. Also tied to the backpack is a bedroll. Included is a waterskin, usually worn on the traveler's belt. The whole pack weights 17kgs and costs just 72 gold pieces!

Deluxe Adventurer's Pack

The Deluxe Adventurer's Pack is just like the Basic Pack, but has so much more! For long or exceptionally dangerous adventures though Lodoss, the keen hero may wish to take a second look at this package. Included with the Light Backpack comes two changes of Traveling Clothes, a 20m rope, three torches, a flint and steel set, a whetstone, warm blanket, cooking gear, six days of rations, a Healer's Kit, and a hatchet. Also tied to the backpack is a bedroll and a small tent. Included as well is a waterskin, usually worn on the traveler's belt. This package weighs 29kgs and costs 213 gold pieces, or just over 2 Raidens.

Grand Adventurer's Pack

Whether you're alone on a long adventure, or traveling in a group across the forbidding Storm and Fire Desert, the Grand Adventurer's Pack is a sure thing. Contained in the Medium Backpack are two changes of Traveling Clothes, a 20m rope, five torches, two flint and steel sets, a whetstone, two warm blankets, cooking gear, twelve days of rations, a Healer's Bag, a hatchet, and a shovel. Also tied to the backpack is a bedroll and a medium tent. Included as well is a waterskin, usually worn on the traveler's belt. This package weighs 42kgs and costs 384 gold pieces, just under 4 Raidens!